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# GAMEPRO

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issue  
**106**

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Fighter III**  
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Resident Evil 2



**130  
GAMES!**

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- **Last Bronx** • **Castlevania**
- **MLB '98** • **Mace: The Dark Age**
- **Fighting Force** • **Sonic Jam**
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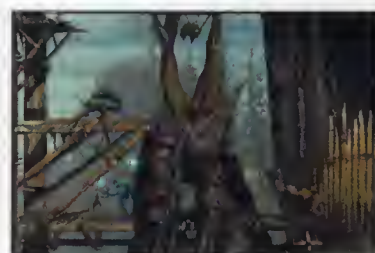
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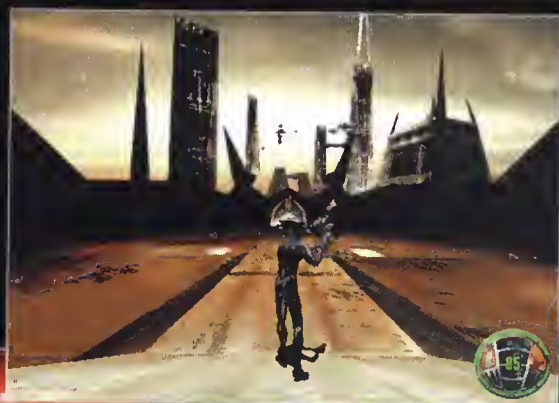
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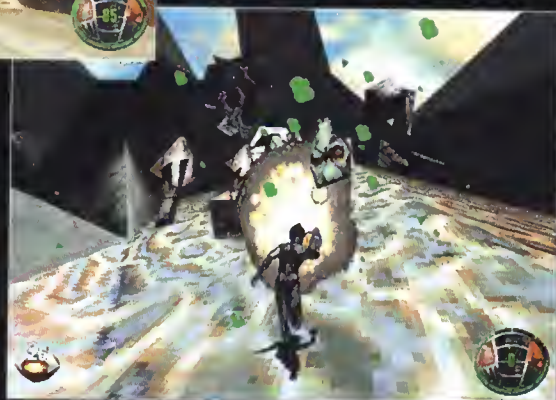
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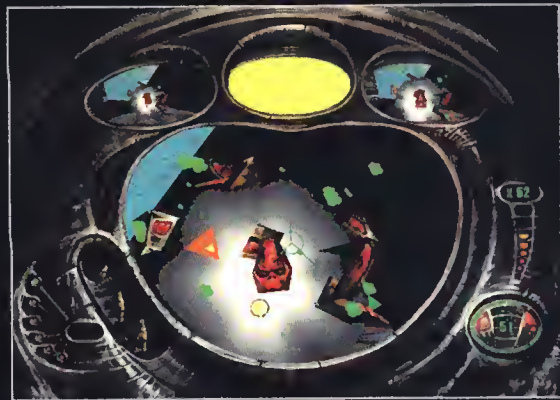
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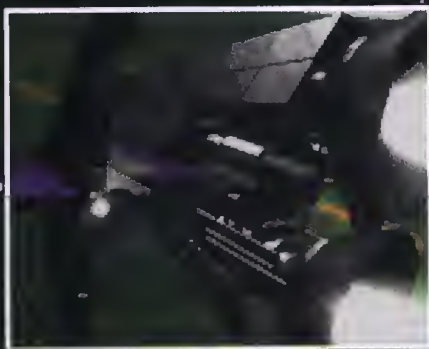
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Out-of-this-world spaceship shooter action makes Fox one of the best N64 games yet!



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Here are all the special moves and Super Arts for the 11 warriors, and a look at the last boss, Gill.



Ibuki teaches Gill a Super Art in Street Fighter III: New Generation!

### Mega Man 8 PlayStation/Saturn ProStrategy Guide

How to beat the bosses and other game-winning tips!

### Revelations: Persona PlayStation ProStrategy Guide

How to solve mazes and use spells to escape Revelations' hellish nightmare!

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TASTE THE RAINBOW



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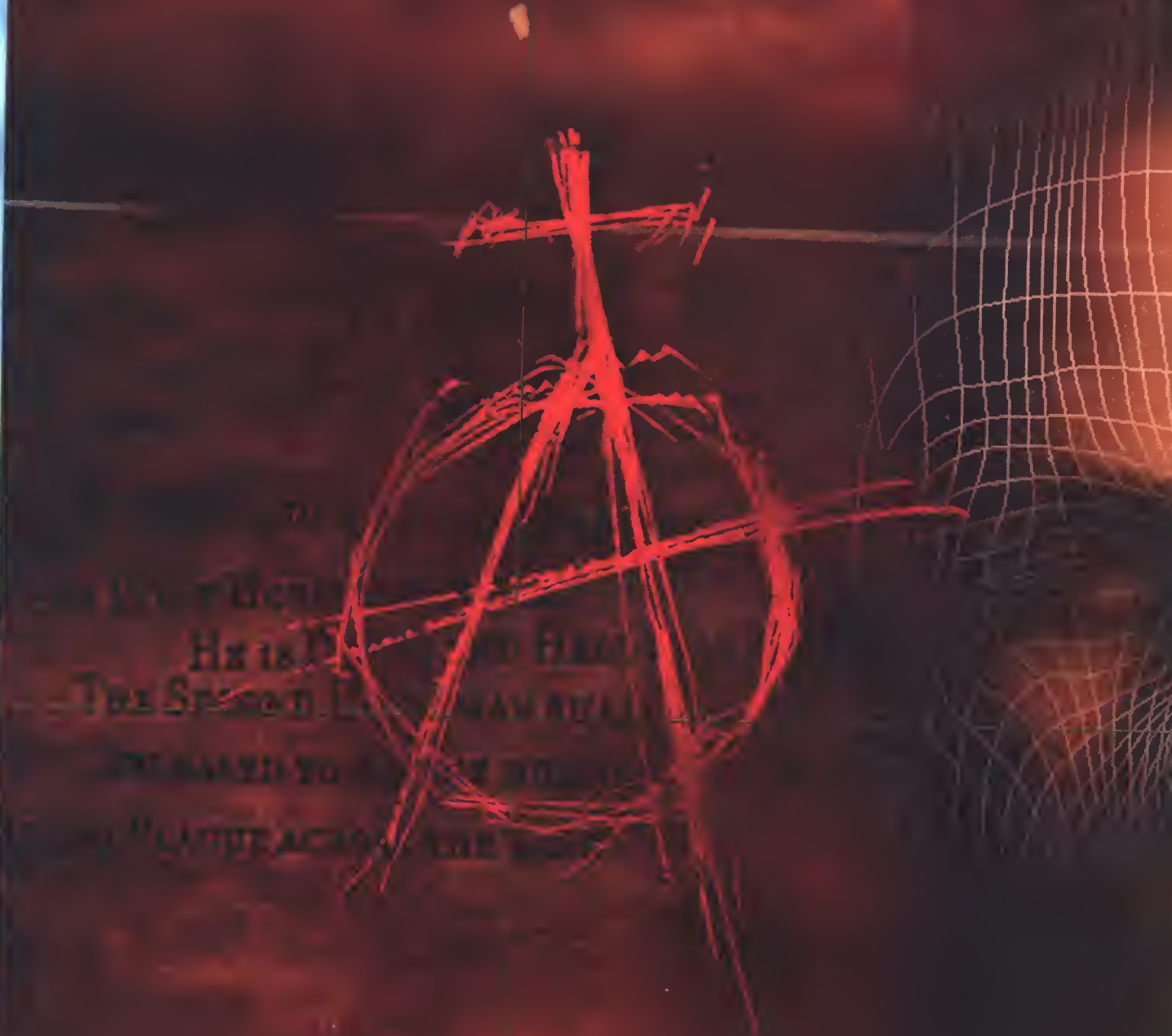
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# HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

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You surf the Internet looking for hot Web sites to share with your friends and to get the latest information about special interests, such as your favorite musicians and athletes. But you can spend hours searching for the right information. Wouldn't it be great to have an Internet guide at your fingertips to direct you to cool places on the Net?

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*NetPro* features Internet info you'll want to use. For instance, check out the "Site Trips" section in the enclosed supplement of *NetPro* for fun in the sun this summer. Then, create a dream vacation for you and your parents to share!

*GamePro* values loyal readers like you—you're our most important customer! Let us know what you think about *NetPro* and what information you would like to see—remember, this is your guide to the Internet!

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John F. Rousseau  
President & CEO  
GamePro Media Group

# NETPRO



## THE RATINGS RUCKUS

**I** read in your April issue about the game-rating symbols (such as Teen, Mature, and Kids to Adults) used in America (see "Letter From the GamePros," April). It was hard not to laugh! Before complaining, you should know how it is in other countries. Here in Germany, violent games like *Doom* and *Mortal Kombat* are banned, meaning stores can't sell them and magazines can't write about them. Other gaming drawbacks in Germany include a total absence of RPGs and America Online charges that are a minimum of \$4 per hour! You don't know how good your video game situation is in America.

Thomas Nickel  
Aschaffenburg, Germany

## GAMES 'N' GEAR

**H**as anyone thought of making a quarter-mile drag racing game? It could have real NHRA drivers and a full racing season of head-to-head competition. There are already plenty of Daytona and Indy-style games.

David Miller  
Independence, KS

### Air Hendrix replies:

You're right. Ridin' with real National Hot Rod Association drivers would be cool. Try communicating your idea to a software company that makes the kind of game you're talking about (Electronic Arts, Sega, and Namco all do racing games). Who knows? They might be looking for some new ideas.

I own the PC version of *Tomb Raider*. On the last page of the instruction booklet are the letters HFCIT. Is it a code for the game, or is it just there to gas your head up?

"Lestat64"  
via Internet

### Bro' Buzz replies:

An Eidos Interactive representative explained that this is the company's inside joke and refers to when they were designing the game. Whenever they added something new, someone would say, "How freakin' cool is that?" That's what the HFCIT stands for.



HFCIT!

## SOMEONE'S BEEN READING OUR MAIL!

**Y**our January '94 issue starts off with a "Letter from the GamePros" that's called "The Fight Has Only Just Begun." It gave game companies some ways to improve fighting games. Here are some of the things you asked for (the game that does this is in parentheses):

- More ways to block, counter, and reverse moves (*Virtua Fighter*)
- More detailed and planned combo systems (*Killer Instinct*)



- Innovative new fighting styles using weapons (Soul Blade)
- More game interaction with the background (Killer Instinct, Fighting Vipers)
- Finishing moves executed during gameplay (K12, UMK3)

Apparently the game companies were listening!

**Doug Grayson**  
Desloge, MO

## PRESIDENT EVIL

I'm a devoted Abraham Lincoln fan who was deeply offended by the *LamePro* feature in your April issue. Abraham Lincoln was not evil; in fact, he's probably our most popular president. He's my idol, someone I can look up to. Personally, I'd like to see games starring Abraham Lincoln, such as an Abe Lincoln RPG.

**"Abe fan"**  
Internet

**Scary Larry replies:**

*We understand that Honest Abe*



*had a great sense of humor, too. If you didn't like "President Evil," you probably won't like the other presidential idea we had for LamePro—Duke Nixon 3D.*

## WE'RE NOT PERFECT

On page 129 of the April issue you had an invincibility code for Destruction Derby 2 for the PlayStation



(see "SWATPro"). It said to type the word **!DAMAGE!** at the Enter Name screen to be invincible in the Wreckin' Racing and Stock Car modes. The other DD2 codes work. What's up?

**"Ironman"**  
via Internet

**Bonehead replies:**

*You're right, the code doesn't work. It made the car invincible on our review copy, but we found out too late that it didn't work on the boxed copy. It does work on the first Destruction Derby game, though.*

In the May issue, Blast Corps (see ProReview) earned some of the best ratings for an N64 game this year. Unfortunately, the review did not give credit where it was due. Blast Corps was published by Nintendo. GamePro regrets the error.

In June's Saturn ProReview section we incorrectly identified pg. 76 as being PlayStation ProReviews. GamePro regrets the error.

## CELEBRITY CIRCLE

Clay Nelson of Louisville, Kentucky, is a fan who can't wait to see Talisa Soto as Kitana in this summer's movie, *Mortal Kombat Annihilation*. You can write to Talisa at:

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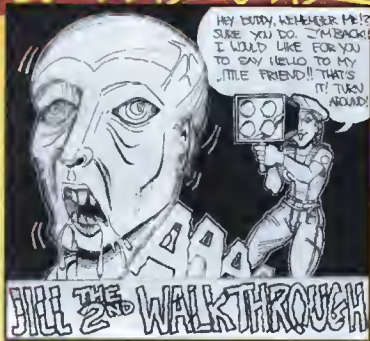


## Art Attack

### Pick of the Month



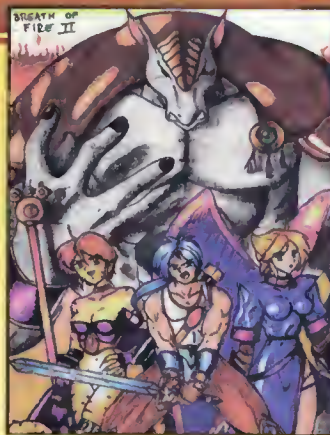
Kevin Putman, Houston, TX



David Massey, Indianapolis, IN



Victor Watts, Sparta, GA



Rafael Altamirano, Evanston, IL

## Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

### GamePro Magazine

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# BUYERS BEWARE



## By The Watch Dog

Summer at last! Too bad I have to attend Summer Obedience School. Before I go, here's some help for some frustrated consumers.

**Q:** I bought a PlayStation over a year ago, and everything has been working fine until a couple of weeks ago. My Sony controller no longer works, but my third-party controller works fine. Is something wrong with my system?

**Jimmy Smith**  
Oelwein, Iowa



*Life of the first-party*

**A:** **A Sony Customer Support rep explains:** "It's very possible that an unlicensed third-party controller has damaged the system. Some unlicensed controllers have been known to change the system so that only those controllers will work on it. Another possibility is damage from an unlicensed memory card. Try your Sony controller on another PlayStation—if it works, you know there's something wrong with your PlayStation. Call us at 800/345-7669 for a complete list of licensed and unlicensed PlayStation peripherals, as well as an address where you can mail your damaged system or controller for repair."

**Q:** What happened to XBand? It gave very little notice that it was going to cancel its 16-bit service this spring. I'm a frustrated XBand customer who wants to know what happened. "Brujah" XBand



*X-tinct XBand*

**A:** **Susan Baldwin, Director of Content Programming at Mpath, explains:** "Unfortunately, as fewer developers supported the Super NES and Genesis from 1995 to the present, everybody knew that XBand would eventually expire due to lack of games. After Catapult (creators of XBand) merged with Mpath (creators of the Mplayer online gaming service for PCs), Mpath decided to cut the 16-bit service on April 30 because, with no new 16-bit games, it would never go beyond where it already was."

E-mail us your product complaints through America Online at **Keyword: GamePro** or at this Internet address: **buyers\_beware.gamepro@gamepro.com**

**Q:** I have a question about Mindscape's NCAA Basketball: Final Four '97 for the PlayStation. The back of the box says you can create players and customize teams, but I'm unable to access either of these options. What's the catch?

**Doug Terry**  
Internet

**A:** **A Mindscape Technical Support rep explains:** "That erroneous statement appears on some copies of the PlayStation version of NCAA Basketball: Final Four '97. You can create players and customize teams only in the PC version of this game. Unfortunately, some PlayStation games were shipped out with this statement on the box. Mindscape apologizes for the error."



*You can't create players on the PlayStation version of NCAA Basketball: Final Four '97*

**Q:** I recently bought FIFA Soccer '97 for the N64. Page seven of the manual states that you can select plays and execute them. I looked everywhere in the manual and the game for more information, but I could not find any. Have I been misled?

**Alex Fontao**  
Miami, FL

**A:** **An EA Customer Support rep says:** "The only plays you can execute are out-of-bounds plays that result in the ball coming back onto the field, such as throw-ins from the sideline and corner kicks. What you can choose, however, is where the ball will go and what the receiving player will do with it. Soccer moves too fluidly to let you select various offensive or defensive plays during gameplay."



*Makin' the play in FIFA '97.*

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# WILD 9

The Reign of Pain  
shows mainly  
on the Plain.



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July 1997

## Sony Appoints New CEO

Continuing a steady cycle of changes in upper management, Sony Computer Entertainment of America (SCEA) announced in April that Ken Kutaragi, formerly executive vice president, will assume the helm of SCEA as chairman and CEO. Widely known as the "father" of the PlayStation, Kutaragi played a pivotal role in the research, development, and success of Sony's first game console. In his new position, Kutaragi will oversee the management of SCEA's business in North America, as well as maintaining his involvement in research and development. Shigeo Maruyama, SCEA's former chief, is moving on to a management role in Sony Computer Entertainment, the parent company of SCEA.

## Paradigm Launches Entertainment Division

Paradigm Simulations, Inc., the company behind Pilotwings 64, has started its own entertainment division, Paradigm Entertainment, Inc. The new company is working on one PC title and four new Nintendo 64 titles. While the names of the four titles are being kept under wraps, Paradigm may have a sneak peek at the Electronic Entertainment Expo this summer. No release dates have been set for any of the games.



*Pilotwings 64 was Paradigm's first Nintendo 64 title.*

## BMG Not Out

Mass Destruction, Major League Soccer, and other BMG Interactive titles will see the light of day despite the recent lay-offs at the San Francisco office, which is now going to focus solely on product development after eliminating all non-product employees. This comes as part of a move to centralize operations in the U.K. and focus on the international gaming market.

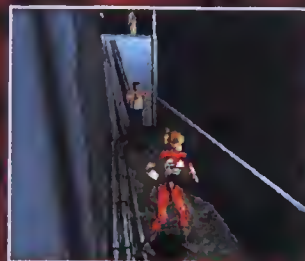
## Rocket Science to Stop Making Games

Rocket Science, the company that gave us Cadillacs and Dinosaurs for Sega CD and Rocket Jockey for the PC, has ceased developing games. Despite its announcement it would wait to see how retail sales fared on existing products before resuming production, there are rumors its developers have been laid off and it will cease production altogether.

## Inside Scoop

### RESIDENT EVIL 2, PITFALL 3D DELAYED

Resident Evil fans will have to wait a little longer for the sequel as Resident Evil 2 has been delayed until next year. According to sources at Capcom of Japan the game was delayed because they didn't like what had been done and decided to redo it. Resident Evil 2 is now set for an early 1998 release, and will be a 2 CD set.



*Resident Evil fans will have to play the wait game a little longer for RE 2.*



*Pitfall Harry's latest adventure won't appear until next year.*

Another PlayStation title, Pitfall 3D, has also been delayed. The latest in the Pitfall Harry saga was originally set for a late 1997 release, but has now been moved to March of next year. According to Activision, "Pitfall (was) pushed back to add and enhance the game with technological features that were newly discovered by the Pitfall team."

## Duke and Quake Join Forces

The two granddaddies of Doom-style games, id Software (developer of Quake) and 3D Realms (developer of Duke Nukem 3D), cut a deal that allows 3D Realms to use the game engine for Quake II in its upcoming Duke sequel, Duke Nukem Forever. For gamers, that means



*The upcoming sequel to Duke Nukem will use the same game engine as Quake II.*

the next round of Duke mayhem will sport the same kind of impressive 3D graphics and gameplay that helped make Quake a hit. No word yet on when Duke Forever and Quake II will be released, but as part of the deal, GT Interactive scored all the PC and console publishing rights to Duke Forever and the next Duke game, tentatively titled Duke Nukem 5.



## Turok Not Enough to Boost Acclaim's Flagging Fortunes

The past year or two have been financially troubling times for Acclaim as a long series of sub-par games squelched sales. Even the March release of **Turok: Dinosaur Hunter**, a topnotch first-person shooter (see ProReview, April) that spurred a flurry of sales that totaled 45 percent of Acclaim's revenues in its latest fiscal quarter, has not quite set it on the profit path. Although net revenues for that quarter were \$52.3 million, up from \$17.9 million in the same quarter last year, Acclaim has announced the elimination of 115 positions at its Glen Cove headquarters.



**Profits from the outstanding Turok: Dinosaur Hunter scored some much-needed cash for Acclaim...but not enough.**

## Sierra and MicroProse Put Console on Back Burner

You can forget about seeing console titles from MicroProse and Sierra On-Line in the near future. Both companies have put console development on hold and are focusing their efforts on PC titles. Sierra's only console title to date has been **NASCAR Racing** for the PlayStation, but MicroProse has released several titles for the 32-bit platform, including **Top Gun** and **Gunship**. Both companies were also "dream team" companies licensed to develop games for the Nintendo 64. **G**

**AOL**

### Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword **GAMEPRO** to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at <http://www.gamepro.com>.

**WEB**

## News Bits

- The Nintendo 64 Rumble Pak, an add-on that makes controllers shake and wiggle in response to in-game movements, will work with other games besides **StarFox 64**. Interplay announced that **Clayfighter 63 1/3** will support the accessory, allowing brawlers to feel the impact of every wacky whack. The accessory, however, will not be packed in with the game.



**Clayfighter 63 1/3: An N64 rumble.**

- EA and Mpath have gotten together to sign a deal that will launch several of EA's PC titles on Mplayer, Mpath's online gaming service. While the names of the games weren't disclosed, they will appear exclusively on Mplayer. As part of the deal, EA also invested in Mpath.

- Singletrac is now a Nintendo 64 licensee. Singletrac, the developers of **Twisted Metal** and **Warhawk** for the PlayStation, recently signed on as a Nintendo 64 developer.

- Nintendo recently scored a victory against counterfeiting when Paraguayan authorities found thousands of bootleg Nintendo 64 and Super NES cartridges during recent warehouse raids. Counterfeit video games cost Nintendo, along with its publishers and developers, about \$810 million in worldwide video game sales.

- Sony Computer Entertainment of America has set up its second game development shop near its headquarters in Foster City, CA. Sony Interactive Studios will join the San Diego facility (birthplace of **Shoot Out '97** and **NFL GameDay '97**) as the proving grounds for SCEA games. Their first game will be the sci-fi action/adventure **Blasto** (see "E3 Unleashed," this issue).

- In somewhat related news, Square is opening the doors on the first game development operation in Hawaii. There's no word yet whether the opening is related to development of the U.S. version of **Final Fantasy VII** for the PlayStation, which is due out this fall.

- To coincide with the soon-to-be-released **Batman & Robin** flick, Acclaim's working on a PlayStation game scheduled for late a summer release. **Batman & Robin**, a 3D action game, will enable gamers to play as either Batman, Batgirl, or Robin in the battle against Mr. Freeze and Poison Ivy. The gameplay will involve fighting and shooting sequences, as well as driving and puzzle-solving.

- Konami's got good news for Nintendo 64 sports fans: The company's plugging away on **NBA In The Zone '98**, which is scheduled for a December release on the N64 and PlayStation. It'll be the first realistic five-on-five hoops game for the sports-starved N64 and the third of the series for the PlayStation.



**B-ballers can get in the zone on the N64 come Christmas.**



**Shadows of the Empire goes Win 95.**

- Continuing its string of popular Star Wars games for the PC, LucasArts unveiled plans to port **Star Wars: Shadows of the Empire** to Windows 95. **Shadows** originally appeared as one of Nintendo 64's first games (see Pro-Review, December '96), and with the emergence of better 3D technology on the PC, LucasArts will begin work on a version for the PC that won't suffer in comparison. Expect this one to hit shelves in fall with support for "a variety" of 3D graphics cards.

- ION Storm, the company led by John Romero (one of the creators of id Software's **Doom**), announced its first three titles, all of which will be published by Eidos for the PC. **Daikatana**, a 3D action/adventure/RPG that uses Quake's engine, will challenge gamers to travel through time and straighten out history. Expect this one by year's end. The company's also developing two '98 releases: **Anachronox**, a fantasy RPG, and an untitled real-time strategy game.



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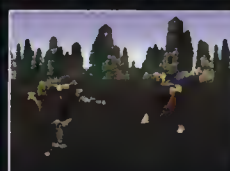
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## Web Sites for Gamers

Looking for game-related info online? The *NetPro* supplement brings you cool Web sites and much more!

By The Net Nut

If you're looking for gaming info and other cool sites online, there's a solution in the bag...the bag that *GamePro* came in, that is. *NetPro: Your Guide to Cool Internet Entertainment* is the packs-a-punch online supplement you're holding...and all the Internet info you could ever want is what *NetPro's* holding.


Created by *GamePro* editors, *NetPro* tells you everything you want to know about the Net: where to find the hottest Web sites for everything from games to sports to music to movies, the addresses for some of the hundreds of spycams set up around the world, where to find the best chat rooms, and more.

"@Reviews" is *NetPro's* most comprehensive section with ratings and summaries of more than 50 Web sites covering a range of topics, including video games. The following reviews of Web sites for video games will give you an idea of what you'll find in this section of the *NetPro* supplement.

### Digipen Applied Computer Graphics School

<http://www.digipen.com>




 Interested in making games, not just playing them? This Nintendo-sponsored school in Canada teaches video game programming. Learn about their curriculum and entrance requirements, see student projects (like

the one shown here), and even get info about the city.

### Game Genie Codes

<http://www.galoob.com/Genietop.html>




 If you have a Game Genie to help you play video games, this site is a great repository for thousands of codes that'll enhance your games. No graphics, though, and the long lists are tedious to wade through. The FAQs identify incompatible games.

### LucasArts

<http://www.lucasarts.com>




 The makers of the Star Wars games have an impressive site filled with games to download, previews of upcoming titles, tech support, company news, and even the company newsletter and job openings. They're often the only source of info about future releases (for months they were the only site that had Shadows of the Empire info).

### Namco

<http://www.namco.com>




 Arcade and PlayStation action deluxe, especially if you're a Tekken fan (and who isn't?). Frequently updated with new art and info, this site also offers lots of company info and

links to their own staff who will answer questions.

### Sega Online

<http://www.sega.com>




 Recognized immediately by the "Segal" shout, this immense site tells all about upcoming Sega games, gives you quick games to play (see the Rec Room), posts company news, and offers a vast library of info on old Sega games. A must-see site for Sega fans.

### The Unofficial Squaresoft Home Page

<http://www.sqla.com/unofficial/squarfaq.html>



 Squaresoft expert Andrew Vestal has compiled everything Square related into one humongous site. Lots of helpful FAQs, hundreds of pics, and tons of info about Japanese and U.S. RPGs from the makers of the Final Fantasy series.

Ratings

Sites are rated on the following scale:



Excellent



Check It Out



For Die-Hard Fans



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# KILL OR BE KILLED

Be the King of Quake with our helpful multiplayer strategy guide to Necropolis and the Abandoned Base!

By Leah Reich

**S**o you're online in an intense multiplayer game of Quake running toward a power-up, when out of nowhere a rocket knocks you sideways. If you only knew where the sniper was shooting from, you could have grabbed the yellow armor and avoided such an unfortunate end.

To help you survive a little longer in the online gaming world of Quake, the experts at TEN (<http://www.ten.net>), have agreed to spill their...er...guts for two of its action-packed levels: Necropolis and the Abandoned Base (also known as dm3, or deathmatch 3). Both levels have plenty of fun tricks, hiding holes, and strategies. (For more cool stuff, check out the Quake DataSphere at <http://www.ten.net/gameset/>.)

## THE NECROPOLIS

### Mmmm, Camping!



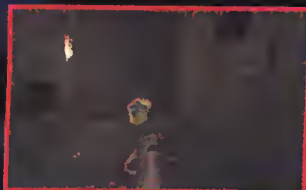
*This little ledge, which is hard to access but fun to use, gives you the prime spot from which to rain death upon opponents who are dashing madly for the rocket launcher. To get there, stand at the edge of the path next to the gold key door and rocket jump up and over.*

### The Hot Spot



*Race up the ramp and reverse rocket jump onto the shelf which faces the big door. This is an excellent spot for ambushing your opponents because few people think to look up there, regardless of their direction.*

### Armor Yourself



*Armor re-materializes every 20 seconds, so if you miss it, hang out for a bit and grab it when you can. Good armor should be your first priority in any Quake game. Even better, this armor hides a secret area. Shoot the wall behind it to open a teleporter that sends you to some wooden platforms, which leads to a super nail gun.*

### Techniques To Live and Kill By

**Camping:** To lurk in a well-traveled spot and pickoff unwitting passersby. This is one of the cheapest tactics in gaming online.

**Rocket Jumping:** A technique that enables you to reach lofty heights. This maneuver takes practice (and a lot of health and armor). Point your rocket launcher straight down and jump. Fire a rocket immediately after jumping—it'll shoot you straight up into the air. After you fire, move yourself forward and onto your intended target.

### Life's the Pits



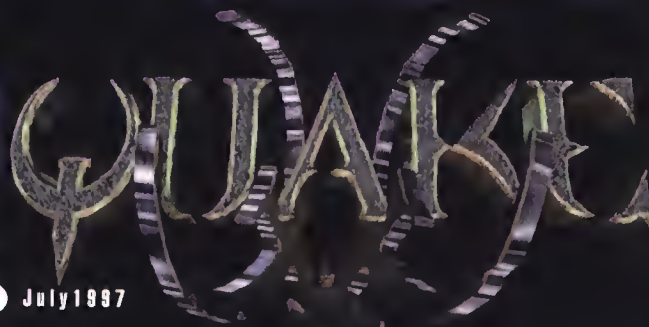
*After you grab the rocket launcher and make it up the little elevator, you'll reach a small bridge above the pits. If you want to grab some health or armor without getting nailed by someone waiting at the elevator, go into the pits and make a quick rocket jump onto the bridge. Emerge on the other side and your opponent will be an easy target.*

## ABANDONED BASE

### Camper Alert!



*Around the bend from the red armor, rocket jump up the ramp to the very top. Pause at the dark corner just after the last set of steps and look down. From this little nest you can gun down opponents looking to get their mitts on the red armor. You will also be in position to shoot at almost every entrance and at many different spots on the ramp.*





## Command the Bridge



The bridge is busy because it leads to Quake's most popular (and lethal) weapon, the rocket launcher. Grab the rocket launcher, get the armor, then wait and ambush all the players who are also trying for this re-materializing prize. Make sure to keep the whole bridge covered, though, as it has three entrances.

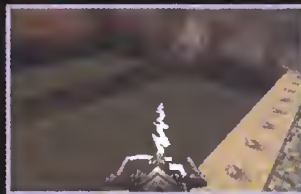
## Leap This, You Worm!



Master the art of jumping from the ledge with the Quad Damage to the ledge with the Ring of Shadows. The leap involves being as close to the connecting wall as possible and jumping off the ledge at the last minute. The side with the Quad Damage connects to a room which leads to the bridge, so if you're not seeing enough action, you can poke your head around and see what's going on. This same side also gives you quick access to the yellow armor and some health, so stock up when you get a spare moment.



## Stay Out of the Water



Assuming your opponent is not a master at the Thunderbolt (and few are), they're not going to use it much. Unless, of course, you decide to take a dip, at which time they'll probably shoot you while you're in the water. And then you'll be dead. There's nothing in the water you can't get on dry land, so don't go in there.

## Trap 'Em Like Rats



If you see someone run into the maze, stick around. That's what the maze is for, and why there are many vantage points from the path and from above for you to shoot from. Even better, if you know where your opponents are coming from, you can box them in and give 'em a little welcoming gift.

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address: [comments.gamepro@gamepro.com](mailto:comments.gamepro@gamepro.com)

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The 6th Annual



GamePro  
Readers' Choice  
Awards

# And the Winners Are...

All your votes have been counted.  
Time for the winners to take a bow!

By Bone and Four-Eyed Dragon

In the March issue, we asked you to vote for your favorite games and systems of 1996. Nearly 15,000 GamePros voted by mail, fax, and online at the GamePro Online Web site (<http://www.gamepro.com>). The readers have spoken, so listen up to what they have to say!

## 32-Bit & 64-Bit Systems

### Best Action/Adventure Game

Nintendo's scored two instant classics with readers. In *GamePro's* 100th issue (see January), however, the editors voted Resident Evil the best next-gen game of all time, just ahead of Super Mario 64, with Shadows of the Empire fifth.

1. **Super Mario 64** (Nintendo 64): 30%
2. **Star Wars: Shadows of the Empire** (Nintendo 64): 22%
3. **Resident Evil** (PlayStation): 17%
4. **Tomb Raider** (PlayStation): 16%
5. **Nights** (Saturn): 6%
6. **Crash Bandicoot** (PlayStation): 4%
7. **Blood Omen: Legacy Of Kain** (PlayStation): 2%
8. **Re-Loaded** (PlayStation): 1%
- Fade To Black** (PlayStation): 1%
- Captain Quazar** (3DO): 1%



### Best Fighting Game

The editors hailed Tekken 2 as a game that "blows away the competition" and "every fighter's dream" (see ProReview, July '96). Readers agreed and gave Namco's masterpiece a decisive victory.

1. **Tekken 2** (PlayStation): 36%
2. **Killer Instinct Gold** (Nintendo 64): 21%
3. **Mortal Kombat Trilogy** (Nintendo 64): 20%
4. **Virtua Fighter 2** (Saturn): 7%
5. **Street Fighter Alpha 2** (PlayStation): 6%
6. **Fighting Vipers** (Saturn): 3%
7. **Street Fighter Alpha 2** (Saturn): 2%
- Virtual On** (Saturn): 2%
8. **Night Warriors: Darkstalkers' Revenge** (Saturn): 1%
- Primal Rage** (PlayStation): 1%
- Star Gladiator** (PlayStation): 1%

### Best Sports Game

Sports-hungry N64 gamers pushed Midway's Gretzky and Hang Time titles to the top of the pack, but EA Sports hung tough, nabbing two of the top four slots.

1. **Wayne Gretzky's 3D Hockey** (Nintendo 64): 19%
2. **NBA Live '97** (PlayStation): 16%
3. **NBA Hang Time** (Nintendo 64): 15%
4. **Madden NFL '97** (PlayStation): 14%
5. **NFL GameDay '97** (PlayStation): 11%
6. **NBA Shoot Out** (PlayStation): 6%
7. **NHL Faceoff '97** (PlayStation): 5%
8. **FIFA Soccer '97** (PlayStation): 4%
- World Series Baseball 2** (Saturn): 4%
9. **NHL Powerplay '96** (Saturn): 2%
10. **International Track & Field** (PlayStation): 1%

### Best Racing Game

Another victory for one of Nintendo's N64 launch titles (ironically, it's the only racing game nominee not set on dry land).

1. **Wave Race 64** (Nintendo 64): 33%
2. **Cruis'n USA** (Nintendo 64): 23%
3. **Destruction Derby 2** (PlayStation): 10%
4. **Wipeout XL** (PlayStation): 9%
5. **Ridge Racer Revolution** (PlayStation): 6%
- Daytona USA** (Saturn): 6%
6. **Sega Rally Championship** (Saturn): 4%
7. **Formula 1** (PlayStation): 3%
- Andretti Racing** (PlayStation): 3%
- Need For Speed** (Saturn): 3%



### Best First-Person Shooter

Die Hard Trilogy, Fox Interactive's movie-based shooter, squeaked by Midway's Final Doom and Sega's Virtua Cop 2. Saturn games gave their strongest showing in this category.

1. **Die Hard Trilogy** (PlayStation): 24%
2. **Final Doom** (PlayStation): 21%
3. **Virtua Cop 2** (Saturn): 20%
4. **Area 51** (Saturn): 19%
5. **Alien Trilogy** (PlayStation): 7%
6. **Disruptor** (PlayStation): 3%
7. **Powerslave** (Saturn): 2%
- Jumping Flash! 2** (PlayStation): 2%
8. **PO'ed** (PlayStation): 1%
- Project: Horned Owl** (PlayStation): 1%





## Best Vehicle Shooter

The biggest margin of victory for all the Readers' Choice Awards went to Sony's awesome vehicle shooter. While the editors weren't as enthusiastic, they did praise Twisted Metal 2's "thumb-blistering" two-player action (see ProReview, January).

1. **Twisted Metal 2** (PlayStation): 61%
2. **Soviet Strike** (PlayStation): 11%  
**Panzer Dragoon II Zwei** (Saturn): 11%
3. **Descent** (PlayStation): 8%
4. **Return Fire** (PlayStation): 3%
5. **Black Dawn** (PlayStation): 2%
6. **Gun Griffon** (Saturn): 1%  
**Shockwave 2** (3DO): 1%  
**Darius Gaiden** (Saturn): 1%  
**Shockwave Assault** (PlayStation): 1%

## On Any System

### Best System

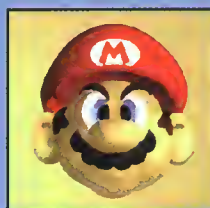
N64 and PlayStation price drops in March set off a buying frenzy, but readers' votes tell the tale.

1. **Nintendo 64**: 50%
2. **PlayStation**: 40%
3. **Saturn**: 7%
4. **Genesis**: 2%
5. **Super NES**: 1%

### Systems Killed in 1996

Readers answered the question, "Which death angered you the most?" with two words: Virtual Boy. The voting was close, though, which shows that basically everybody's been burned by at least one of these systems.

- Virtual Boy**: 21%  
**Sega CD**: 20%  
**Sega 32X/32X CD**: 18%  
**3DO**: 16%  
**Jaguar/Jag CD**: 15%  
**Neo•Geo CD**: 10%



### Best Role-Playing Game

Nintendo's 16-bit baby blew away the 32-bit contenders to prove that sometimes less is more. The editors also voted Super Mario RPG the best RPG of the year and the eighth-best RPG of all time in the 100th issue (see January).

1. **Super Mario RPG** (Super NES): 46%
2. **Suikoden** (PlayStation): 10%
3. **Tecmo's Deception** (PlayStation): 8%  
**Beyond the Beyond** (PlayStation): 8%
4. **King's Field II** (PlayStation): 6%
5. **Legend of Oasis** (Saturn): 5%  
**Lufia 2** (Super NES): 5%
6. **Iron Storm** (Saturn): 4%  
**Mystaria** (Saturn): 4%
7. **Revelations: Persona** (PlayStation): 3%

### Best PC Game

GamePros want their first-person shooters, evidently, based on the strong showings of Duke and Quake, which rated more votes than the next seven games combined.

1. **Duke Nukem 3D**: 30%
2. **Quake**: 25%
3. **Diablo**: 15%
4. **Toonstruck**: 7%
5. **Warcraft II**: 6%  
**MechWarrior 2: Mercenaries**: 5%  
**Command & Conquer: Red Alert**: 5%  
**Crusader: No Regret**: 5%
7. **Descent II**: 2%

### Best Arcade Game

Which company do readers think made the best arcade games last year? Must be Namco, given its one-two finish.

1. **Tekken 2**: 28%
2. **Time Crisis**: 16%
3. **Virtua Fighter 3**: 14%
4. **NBA Hang Time**: 10%
5. **Street Fighter Alpha 2**: 9%
6. **Soul Edge**: 7%
7. **X-Men vs. Street Fighter**: 6%
8. **Killer Instinct 2**: 5%
9. **Die Hard: The Arcade Game**: 3%
10. **Samurai Shodown IV**: 2%

## 16-Bit Systems

### Best Action/Adventure Game

Voters went ape for Nintendo's big gorilla, but Sega still managed to take second and third.

1. **Donkey Kong Country 3** (Super NES): 50%
2. **Vectorman 2** (Genesis): 18%
3. **Sonic 3D Blast** (Genesis): 14%
4. **Kirby Superstar** (Super NES): 4%  
**Toy Story** (Super NES): 4%
5. **Tetris Attack** (Super NES): 3%  
**Boogerman** (Super NES): 3%
6. **Gargoyles** (Genesis): 2%
7. **Maui Mallard** (Super NES): 1%  
**VR Troopers** (Genesis): 1%

### Best Sports Game

Another first-place award for the Super NES, but the Genesis dominated the rest of the list, justifying its reputation for having strong 16-bit sports games.

1. **Ken Griffey Jr.'s Winning Run** (Super NES): 30%
2. **NBA Live '97** (Genesis): 20%
3. **Madden NFL '97** (Genesis): 16%
4. **NHL '97** (Genesis): 11%
5. **World Series Baseball '96** (Genesis): 6%  
**FIFA Soccer '97 Gold Edition** (Genesis): 6%
6. **NFL Quarterback Club '96** (Genesis): 3%  
**International Superstar Soccer Deluxe** (Super NES): 3%  
**College Football USA '97** (Genesis): 3%
7. **Triple Play Gold Edition** (Genesis): 2%

### Worst Game

The one category nobody wanted to win, but Viacom did with its monstrous game that had readers yelling, "Aaahh!!"

1. **Aaahh!!! Real Monsters** (Super NES): 21%
2. **Time Killers** (Genesis): 11%
3. **Cutthroat Island** (Genesis): 10%
4. **Battle Arena Toshinden URA** (Saturn): 9%  
**WWF Arcade** (Super NES): 9%  
**Dragon: The Bruce Lee Story** (Super NES): 9%
5. **Revolution X** (Genesis/Super NES): 7%  
**X-Perts** (Genesis): 7%
6. **Iron & Blood** (PlayStation): 5%
7. **Lobo** (Genesis): 4%  
**The Hive** (PlayStation): 4%  
**Battle Monsters** (Saturn): 4%

The 6th Annual





# TOKYO GAME SHOW '97

**Last Bronx, Sonic Jam,  
and Tekken 3 Explode  
onto the Scene in Tokyo!**

By Ken Ogasawara

The second CESA (Consumer Entertainment Software Association) Tokyo Game Show presented a cool look at 1997 games for both Japan and the U.S. An estimated 450 titles were on display to the show's 150,000 visitors. Sega and Namco unveiled strong lineups with original titles and arcade ports, while Square continues growth into other genres with games like *Tobal No. 2*.

## PlayStation First, Sega Second



**PlayStation games dominated the show. Namco, Konami, and Capcom all had strong lineups.**

The PlayStation had the most titles, with Saturn a strong second. Surprisingly, Windows 95 and Windows 3.1 came in a solid third. A few Nintendo 64 games made their way to the show floor, even though Nin-

tendo wasn't in attendance. Action and fighting games dominated the show, but simulation games were the most heavily promoted genre, with titles ranging from fantasy and war sims, such as Square's *Final Fantasy Tactics* for the PlayStation, to romantic dating sims like Konami's *Tokimeki Memorial*. Game companies, however, are beginning to develop more RPGs for the 32-bit systems, spurred by demanding RPG fans, who are Japan's largest and most vocal gaming group.

## Powered by Namco



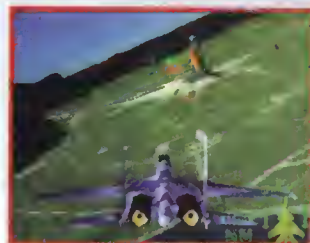
**Namco targets Time Crisis for the PlayStation.**

Namco had an impressive PlayStation lineup. *Time Crisis*, which is almost finished, goes on sale June 27 in Japan with the GunCon peripheral. The game looks identical to the



arcade version, while adding an extra game to the original arcade story.

Gun Bullet is the second game that supports the GunCon. Bullet's a variety of carnival-style shooting games that tests your speed and accuracy.



**Ace Combat 2 is shaping up to be better than its predecessor.**

*Ace Combat 2* looked great, sporting improvements over its predecessor with more planes, more missions, and better graphics. *Combat 2*'s also compatible with the new PlayStation analog controller—it looks basically the same as the current controller with the addition of two analog thumbsticks on the inner sides of the handles. The pad lets you fly with greater precision and also features a built-in vibration device so you get little jolts and jiggles when you take a hit.

Namco's biggest announcement was *Tekken 3* for the PlayStation—something surprising since the game just started to appear in Japanese

arcades. Namco gave no details about what extras would be in the game.



**Surprise—Tekken 3 is coming to the PlayStation!**

## Sega: More Sonic



**Sonic's back with a compilation of the 16-bit games that made him great!**

Sega's big announcement was a new Sonic project to be headed by the Sonic Team under Sonic creator Yuji Naka (he also created *Nights*). The game, called *Sonic Jam*, is a compilation of the original MegaDrive (Genesis) trilogy (which is actually four games if you count the *Sonic & Knuckles* add-on). *Jam* will also contain a 3D Sonic world that's basically a huge museum showing off what Sonic games might look like in the future. *Sonic Jam* is slated for a June release in Japan.

Sega revealed *Last Bronx* for Saturn, the port of the pop-



**Last Bronx destination: Saturn**



# OVERSEAS PROSPECTS

ular fighting game by AM3. Though only 30 percent complete, Bronx looks identical to its arcade counterpart. Other arcade conversions at the show included Manx TT and Sky Target.

Azel Panzer Dragoon RPG will be the latest entry in the Panzer series. Sega decided to make Panzer an RPG after gamers asked for more about the Panzer Dragoon world. Fans of the first two Panzer games can relax, however—the flying and shooting portions will be retained. Gamers will also have more freedom of movement so they can explore Panzer's world.

Sega will also follow Namco's revival of classic arcade games with Sega Ages. Ages will include such nostalgic titles as Pengo, Up 'N Down, Head On, and Flicky.

## Hip To Be Square



**Square shows off its newest game—Front Mission Alternative.**

The Square booth drew crowds with Saga Frontier, Final Fantasy Tactics, and Tobal No. 2. The only new game from Square was Front Mission Alternative. The game has changed from a turn-based RPG into a real-time simulation game. The game's mechanized assault vehicles, called WAW, are cooler and look much bigger on screen

than those in the original Front Mission for Super Famicom. No release date has been announced for this sequel.

## Capcom Flexes Mega Muscle



**The fourth time's a charm as the Mega Man X series goes 32-bit with Mega Man X4.**

Capcom celebrated Mega Man's 10th anniversary by having all Mega Man games on display—from the first 8-bit Famicom (NES) title to the latest version, Mega Man X4. To date, Mega Man has 23 titles with more to come.



**Blackheart and Psylocke battle it out in Marvel Super Heroes...**



**...while Ryu and Dee Jay exchange blows in Super Street Fighter II from the Street Fighter Collection. Both titles will be coming to the 32-bit platforms soon.**



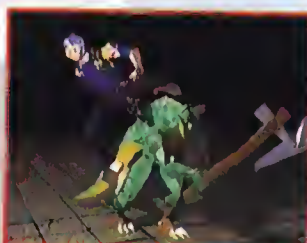
**Look out for another arcade-to-home conversion—the Dungeons and Dragons Collection.**

Another arcade port in the works is the Dungeon and Dragons Collection for both the PlayStation and Saturn. This compilation will contain Shadow Over Mistra and Tower of Doom. However, Capcom's most anticipated title, Bio Hazard 2 (Resident Evil 2), was only on video.

## Konami Comes on Solid



**Konami's upcoming PlayStation title—Metal Gear Solid**



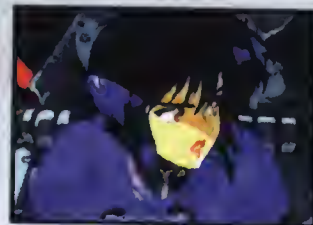
**Dracula 3D takes the popular Castlevania series to the Nintendo 64 with 3D graphics.**

Konami's most impressive offerings were videos of Dracula 3D for the Nintendo 64 and Metal Gear Solid for PlayStation. Dracula 3D showed an impres-

sive array of computer graphic animation done in a gothic style. Metal Gear Solid's a 3D, third-person-perspective action/shooting game where you play as a secret agent. The emphasis here is on stealth rather than killing everything that moves. The game's realistic; cold; and uses computer-generated cut scenes that seamlessly fit with the actual game.



## Sony Sees a Ghost



**The Ghost in the Shell is coming to the PlayStation.**

Sony seemed to be promoting Crash Bandicoot and Parrapa Rapper more than their newer titles. One new title of interest was The Ghost in the Shell, which is based on the anime movie. Ghost will be an action/shooting game where you control one of the droids from the movie. Whether you will follow the film's plot or not remains to be seen.

## 32-Bit Going Strong

The 32-bit systems looks like they're holding their own against the strong Nintendo 64 offerings. And with the looming prospect of rumored PlayStation and Saturn 64-bit systems, it should be interesting to see what finally happens. Maybe more info will unfold at E3. **G**

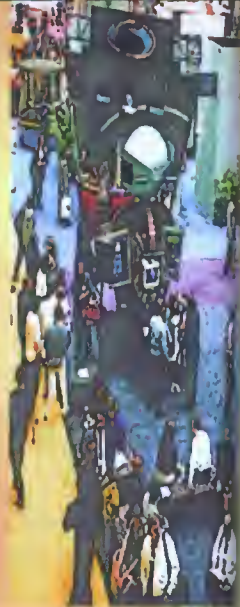


# E3 UNLEASHED!

1997 Electronic Entertainment Expo

In preparation for the greatest video game extravaganza of the season, the staff at GamePro has compiled a groundbreaking list of the biggest, boldest, and best games the Electronic Entertainment Expo has to offer!

Soooo...you think you already have the inside scoop on what's coming next year for the PlayStation and N64? What about the Saturn? Well, you ain't seen nothin' yet. *GamePro* breaks down the PlayStation, Saturn, N64, and PC lineups, along with the hottest sports, role-playing, and 16-bit games. As if that wasn't enough, have a look at the hottest peripherals in a special GamePro Labs section, too.



NINTENDO 64

1997 Electronic Entertainment Expo  
**HOT E3 PICKS**

NINTENDO 64

## DUKE NUKEM 3D

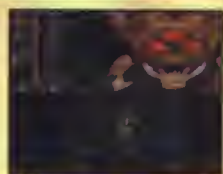
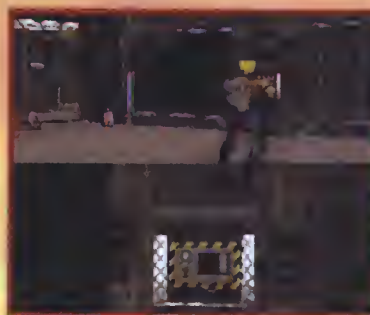
Although the information on Duke is sketchier than Newt Gingrich's bank accounts, there's one important fact—Duke N64 will feature levels specifically designed for the Nintendo 64 that are not available in any other version of Duke (not even the PlayStation and Saturn versions).

There will also be a four-player split-screen deathmatch for those gamers who get their kicks from inflicting great bodily harm on other individuals...which means all Duke fans! You can also battle it out in a two-player mode.

Otherwise, the song remains the same: Duke is stuck in post-apocalyptic Los Angeles, battling mutant guards and assorted miscreants in movie theaters, rest rooms, and more. How will Duke N64 get past the sticky Mature rating of its PC counterpart? Apparently, the bikini-clad dancers will now be wearing T-shirts, and you won't be able to shoot them. Otherwise, the gore factor should be pretty high.

—Scary Larry

Published by GT Interactive  
Developed by Eurocom  
Available December





## San Francisco Rush

Early indications point to a quality racing game from Midway (so unlike the dismal Cruis'n USA). In San Francisco Rush, you drive on authentic city streets, and race past some of the greatest landmarks in the world (like the Golden Gate Bridge). A nonstop, thrill-a-minute roller-coaster ride, along with your choice of eight gorgeous cars, multiple shortcuts, and one beautiful city should lead to an unparalleled rush of fun. If this game plays anything like the arcade version, it should cross the finish line in first place.

—Scary Larry

**Published and developed by Midway Home Entertainment**

**Available November**

*Note: These screens are taken from the arcade version. According to Midway, N64 screens will be identical.*



## MACE The Dark Age

Ever hear of Voodoo Graphics? Neither did we until Mace came along...and then we sat up and paid real close attention. The Voodoo Graphics chip set is an accelerator board that enables a game to run at 30-35 frames per second and allows for Gouraud shading, z-buffering, as well as real-time texturing.

For those of you scratching your head, what it means to gamers is that one of the smoothest, sharpest games to hit the arcades this year will probably look great on the Nintendo 64 (if they find a way to configure the N64 hardware with the VG chip set). Look closely at the pictures shown and think about what the N64 did with KI Gold. It's possible, and we have our fingers crossed that it's going to be finished real soon. —Scary Larry

**Published and developed by Midway Home Entertainment**

**Available November**

*Note: These screens are taken from the arcade version. According to Midway, N64 screens will be identical.*





## FreakBoy

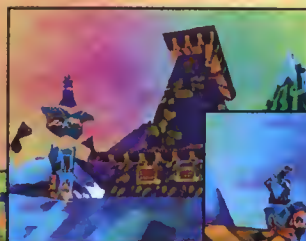
FreakBoy's freaky story line puts you in control of the main character whose entire race has been systematically enslaved by the ZoSs, a superior alien civilization from another dimension. FreakBoy is the only one to escape, and he's charged with bringing his people back.

Carrying out his task involves some incredible morphing as FreakBoy gathers weapons and blends them into his head, chest, or feet. As new artifacts are assimilated, the old ones are upgraded or thrown out to create new weapons. With more than 25 3D worlds and 50 different enemies, FreakBoy could be a new, revved-up Mario with an attitude.—*Scary Larry*

**Published by Virgin Interactive Entertainment**

**Developed by Burst**

**Available Fourth Quarter '97**

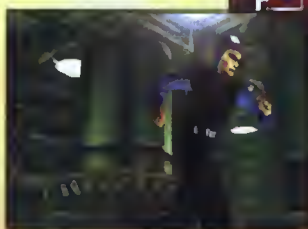


## Mission: Impossible

Although we've run a number of screens for this eagerly awaited N64 title, none looked as polished or game-ready as the ones shown here. In MI, you play as Ethan Hunt (the Tom Cruise character in the 1996 blockbuster movie), a CIA mole who's trying to clear his name. The game features six levels, including the Russian Embassy and CIA Headquarters.

You'll be able to use some of the gadgetry that made the TV series a hit—like a face-making device or tranquilizers hidden in fountain pens. If this Mission goes well, Ocean may find it impossible to stop a sequel.—*Scary Larry*

**Published and developed  
by Ocean of America**  
**Available July**



### StarFox 64

Available now  
(See "ProReview" in this issue)



### Hexen

Available now  
(See "ProReview" in this issue)



### Legend of Zelda 64

Available December  
(See "Role-Player's Realm," April)



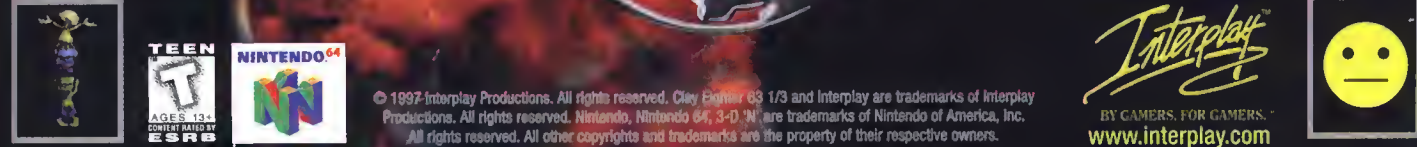
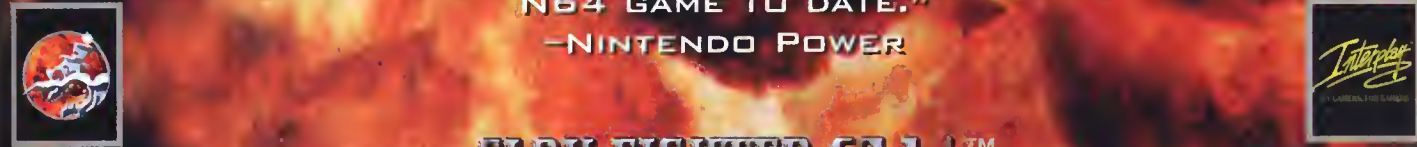
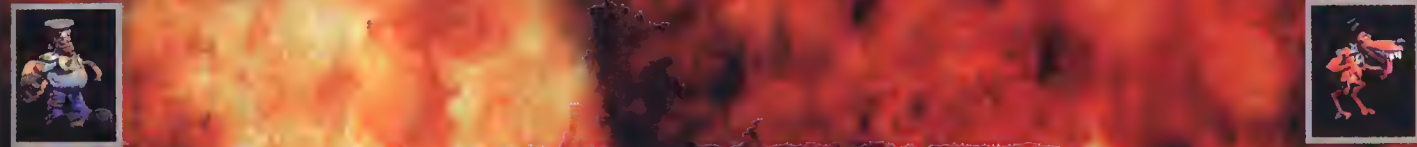
### Yoshi's Island 64

Availability date not yet released  
(See "Sneak Previews," May)

### • Body Harvest

Availability date not yet released  
(See "Nintendo 64 Shakes Up Shoshinkai," March '96)





They have been born of fire —  
hopefully they won't melt.

COMING IN AUGUST

"...MORE VARIETY THAN ANY OTHER  
N64 GAME TO DATE."  
—NINTENDO POWER



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TEEN  
AGES 13+  
CONTENT RATED BY  
ESRB

NINTENDO 64

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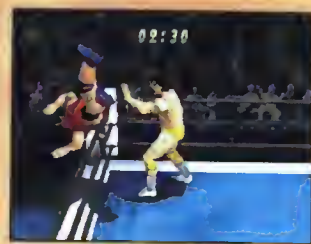
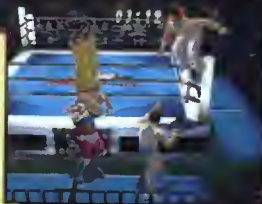
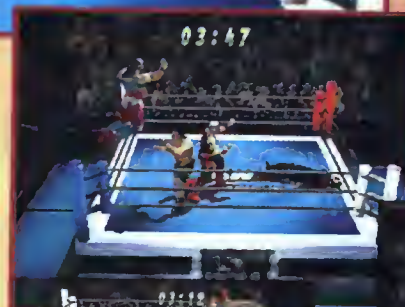
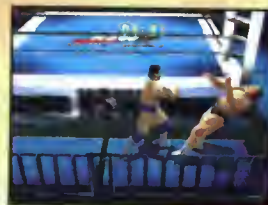
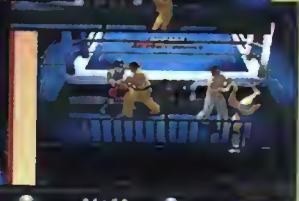
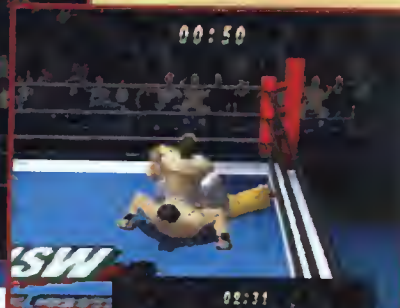


## WCW vs NWO World Tour

T•HQ is going to make a big-time splash on the Nintendo 64 this year with one of this fall's hottest games—WCW vs NWO World Tour! This super slamfest will include rowdy rope wranglers like Sting, Lex Luger, and everybody's favorite bad guy, Hollywood Hulk Hogan!

These screen shots show an awesome-looking game that will feature signature moves for each wrestler, including pile drivers, body slams, and more turnbuckle face-slammin' action than at an OJ party. The final attraction is four-player tag team wrestling—send your partner to the top rope while you wait below to deliver even more bone-crunching mayhem, or both of you can climb and dive for added splash. This is one game that's going to be hard to pin down.—Scary Larry

Published by T•HQ  
Developed by Asmik  
Available Fourth Quarter '97



## Extreme G

Get ready to race on the N64 with a Wipeout-type track racer called Extreme G. This futuristic zoomer allows you to choose between eight bikes to tackle 12 tracks, including an underwater course. Your bikes will also be able to pick up cool weapons like particle accelerators, tractor beams, and more. Extreme G looks smooth and plays fast.—Scary Larry

Published by Acclaim  
Developed by Sculptured Software  
Available November





## Clay Fighter 63 1/3

Those gooey, chewy, and pugnacious punch-drunk pugilists are back with a vengeance. Although Clay Fighter 63 1/3 features smoothly rendered fighters and cartoony, colorful backgrounds, the version of the game we saw was too incomplete for an in-depth analysis. Early tests of the gameplay, however, showed a definite need for some molding of this clayfest. —Scary Larry

**Published and developed by Interplay**

**Available Summer '97**



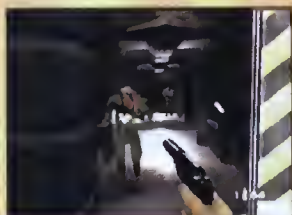
## GoldenEye 007

Another action/adventure title along the lines of Mission: Impossible (and also based on a hit movie), GoldenEye 007 first showed up as screen shots at last year's E3 with a release date of September '96. The game's now scheduled to appear this September, and these screens show a promising, well-developed 3D-like outing. It's also a plus (and decidedly different from the approach taken with MI) that Rare is using the digitized faces of actors from the movie. —Scary Larry

**Published by Nintendo**

**Developed by Rare**

**Available September**



## Kirby's Air Ride

Nintendo is hoping that split-screen, multiplayer racing games will be popular enough to sustain Kirby, that fluffy star from the Super NES and NES titles. To toughen up the little pink freak, Nintendo will feature him in a wild air-surfing game that looks like a lot of fun. Although the game has been in development for over a year, there's no definite date when we'll see this one in stores. —Scary Larry

**Published and developed by Nintendo**

**Availability date not yet released**



**Top Gear Rally**

Availability date not yet released  
(See "Sneak Previews," December '96)



**Ultra Combat**

Available Fourth Quarter '97  
(See "Sneak Previews," March)



**Robotron X**

Available Summer '97

• **Superman**  
Availability date not yet released

• **Lamborghini 64**  
Availability date not yet released

• **Tetrispear**  
Availability date not yet released



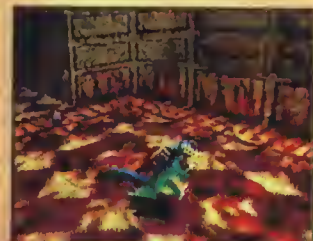
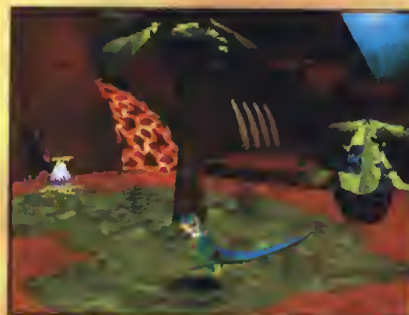


## GEX: Enter the Gecko

Gex returns to the PlayStation, wise-cracking and tail-whipping his way through a new, and very impressive looking, 3D action/adventure. The story so far has

Gex turning secret agent to prevent his arch-nemesis Rez (buffed-out and badder than ever) from controlling the nation's television broadcasts. To do so, Gex must battle through eight channel worlds, each parodying popular movies and television shows like *Star Wars* and *Godzilla*. Comedian Dana Gould returns to lend Gex his voice, while former *Simpsons* writer Rob Cohen has been hired to give the feisty gecko the fiercest one-liners and quickest quips heard in gaming. What's most stunning about Gex is its unbelievable graphics and smooth gameplay, especially considering the early stage of the project. Gex has approximately 115 animations, from running to tongue lashing, and when he talks, you actually see his mouth articulately lip-synch the words. If Gex continues its gexcellent development, it could be one of the top games of the year. —Johnny Ballgame

*Published and developed by Crystal Dynamics  
Available Fall '97*



## Tekken 3 is Coming!



the best fighters to ever hit the PlayStation. —Johnny Ballgame

*Published and developed by Namco  
Available Fourth Quarter '97*

It's official! The arcade fighting phenomenon, Tekken 3, will be bustin' heads on the PlayStation by Christmas. Not much is known about how similar the game will be to its quarter munchin' counterpart, but if past Namco arcade-to-home translations are any indication, Tekken 3 will be one of



# RESIDENT EVIL 2

First, the bad news: This eagerly awaited sequel has been delayed again—until the first quarter of next year! The good news: It looks like Resident Evil 2 will be another violent, horrifying masterpiece that's well worth the wait, as these screens show.

RE2 stays true to the pre-rendered background format of its predecessor, but story-wise, Jill and Chris are history as RE2 introduces two new characters: Elza, a university student, and Leon, a rookie cop. This time the mayhem takes place in an overrun police precinct that's crawling with zombies, mutated dogs, and other monsters. Time to find some weapons and survive!

RE2 will be a two-CD set, and, by the way, there's also a version of the first Resident Evil game in the works for the Saturn.

—Major Mike

Published and developed by Capcom  
Available First Quarter '98



## Fighting Force

Hot on the heels of its success with Tomb Raider, Eidos is brewing up another interesting game with a totally different slant. Fighting Force can best be described as a 3D version of Streets of Rage.

You command one of four characters as you battle through high rises, city streets, and more while throwing enemies, splitting skulls, and firing weapons like you was straight outta Compton.

With great-looking graphics and more than 200 moves per character (including multi-hit combos and, in the two-player mode, the ability to hold enemies while your partner pounds 'em), Fighting Force has the potential to be the best next-gen beat-em-up to hit the shelves this summer. If all goes well, this title could become a force to be reckoned with. —Scary Larry

Published by Eidos Interactive  
Developed by Core Designs  
Available June



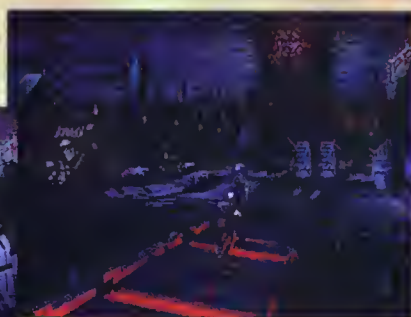


## Apocalypse

In *Apocalypse*, a man known as the Reverend uses the powers of religion and science to summon the Four Horsemen: Death, Plague, War, and The Beast. The creatures walk the Earth, disguised in human form and collecting followers as they wait for the Reverend's signal to annihilate the planet. Only you have the power to see through their disguises, battle the bad guys, and save the world from destruction.

Fighting at your side is gaming's first "virtual buddy," Trey Kincaid, who's played by action star Bruce Willis. Trey helps you punch, shoot, and wisecrack your way through 15 chaotic levels (plus a surprise ending). *Apocalypse* already looks like one of the most unique 3D action/adventures coming to the PlayStation.

—Johnny Ballgame  
*Published and developed by Activision*  
*Available October*



## Warcraft II: The Dark Saga

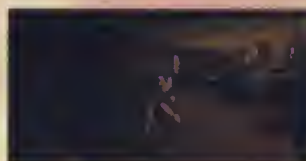
A smash hit on the PC, the console version of this outstanding real-time strategy game is almost ready for its PlayStation debut. Combining scenarios from the PC version of *Warcraft II* and the *Dark Portal* expansion pack, *Warcraft II: The Dark Saga* features over 90 customizable maps, new rendered cinematic clips, and auto build/fast action modes.

The excitement centers around a medieval world where human and orc forces try to vanquish each other through land, air, and sea battles. You can try your hand as either race, and you get your choice of different character classes (fighters, mages, etc.). *Warcraft II* will present a real challenge for strategy gamers this summer, and should enliven the PlayStation's weak strategy lineup.

—Scary Larry



*Published by Electronic Arts*  
*Developed by Blizzard Entertainment*  
*Available June*



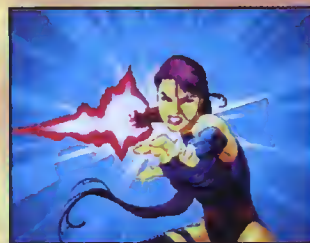
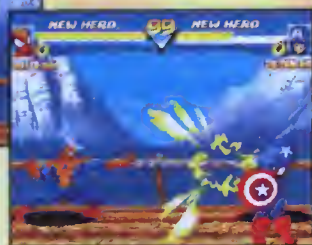
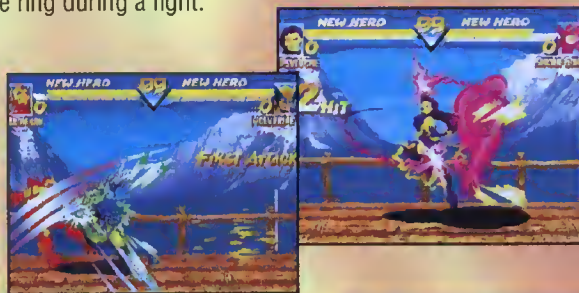


## Marvel Super Heroes

Yet another arcade-to-home conversion from Capcom, Marvel Super Heroes features 10 comic-book heroes and villains: Spider-Man, Captain America, Wolverine, Hulk, Iron Man, Psylocke, Magneto, Juggernaut, Shuma Gorath, and Blackheart. The bosses? Dr. Doom and Thanos! Each character has several special moves (à la Street Fighter) and can obtain super abilities (like increased defense and offense) if they score one of the special gems that fall into the ring during a fight.

—Major Mike

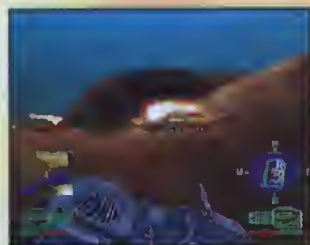
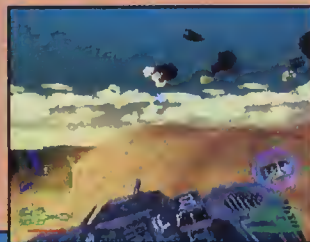
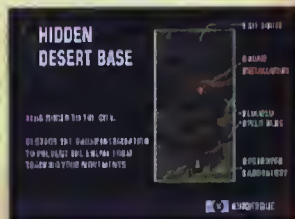
Published and  
developed by Capcom  
Available Fourth Quarter '97



## Steel Reign

As Black Dawn put you in the cockpit of a heavily armed attack chopper, Steel Reign sets you up to commandeer a tank. Reign features four tanks and 10 missions to test your tank-commanding skills. There's also a two-player head-to-head mode where you take on a friend using a split-screen view. One of the best aspects of Reign is that the turret moves independently of the tank, so you can fire in one direction while moving in another. —Major Mike

Published and developed by Sony  
Available August



# LOOK OUT



## Tomb Raider 2

Everyone's favorite 32-bit gun-totin' babe, Lara Croft, is back for more action with this sequel to last year's hit. In *Tomb Raider 2*, Lara's adventures take her around the world—from the Great Wall of China to Venice. The game's early in development, but it will feature new weapons, new character moves, and stages that take place in the great outdoors. These screens show some fast-paced excitement—let's hope the final game's that way.

—Major Mike

*Published by Eidos*

*Developed by Core*

*Available Fall '97*



## X-Men vs. Street Fighter

Brawlers from *Street Fighter* and the *X-Men* mix it up in this arcade-to-home slugfest. Seventeen fighters, like Ken, Wolverine, and Akuma, are included in the lineup. The battles are done in tag-team fashion: You can switch fighters any time during a match (unless the fighter has been defeated), and you can even have them team up when executing super moves. So, bub, do you have what it takes to be the king of the Street?—Major Mike

*Published and developed by Capcom*

*Available Fall '97*



## Croc

Crash Bandicoot should be on the lookout for Fox Interactive's new reptile star, *Croc*! *Croc*'s a (duh) crocodile who's out to save his friends (called the Gobbos) by venturing through four islands filled with hidden areas, enemies, and bosses. In addition to his run-n-jump repertoire, *Croc* can swat enemies, hang with his tail, and even fly (with a little assistance, that is)! Will this game be a *Croc*? It doesn't look like it, but we'll find out for sure this fall.—Reptillicus

*Published and developed by Fox Interactive*

*Available Fall '97*



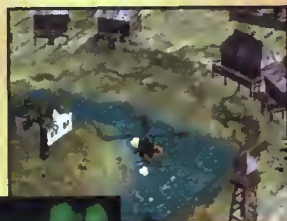




## Nuclear Strike

The second 32-bit Strike title takes place in Asia as the Strike team heads out for another series of deadly missions. This time the world is being held hostage by a group of terrorists with a nuclear bomb. Colleagues General Earle, Hack, and Andrea Grey return to deal out the damage, along with new characters to be introduced. Nuclear Strike features five missions and will use a play scheme similar to that of the 16-bit Jungle Strike—you'll be able to pilot several other vehicles during the missions, including different helicopters, a Harrier jump jet, and assorted ground vehicles. Looks like EA can't miss with this Strike. —Major Mike

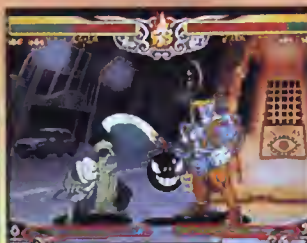
Published and developed by Electronic Arts  
Available Fall '97



## Darkstalkers: Jedah's Damnation

Even though Jedah's Damnation hasn't hit arcades yet, Capcom has already announced the home version of the third Darkstalkers game. Four new fighters join the fray: Q-Bee, a wasp woman; Lilith, a young succubus; Hood, a bounty hunter; and Jedah, the specter of darkness and organizer of the tournament. Pyron, Huitzil, and Donovan (from Darkstalkers' Revenge) won't be in the game, but may surface as hidden characters (see "Hot At The Arcades," May). —Major Mike

Published and developed by Capcom  
Available Fourth Quarter '97



UNLEASHED  
THIS  
SEPTEMBER

**JERSEY  
DEVIL**

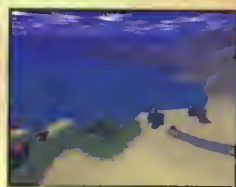
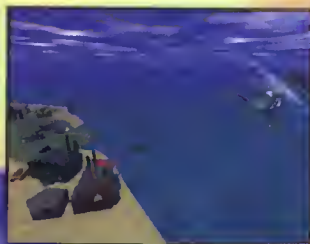
A diabolical  
product from  
**b'heivjə(r)**  
Behaviour Interactive



## Return Fire II

Get ready for another salvo of military mayhem with this sequel to Return Fire. Return Fire II contains all the explosive carnage of the original, but this version also features photorealistic 3D settings, new weapons, and changing weather conditions. You can fight against the computer, a friend, or in a two-player cooperative mode. —*Reptilicus*

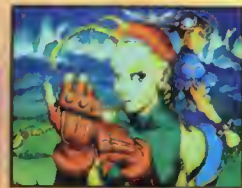
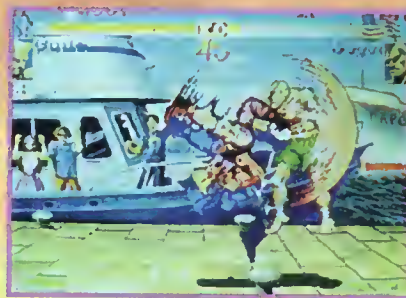
**Published by MGM Interactive**  
**Developed by Prolific Publishing**  
**Available Fourth Quarter '97**



## Super Street Fighter II Collection

Although the screen shots for this game were hard to come by, early reports state that this two-CD set will feature Super Street Fighter II and the far superior Super Street Fighter II Turbo. There's also a third unnamed game that Capcom claims has never been seen before in the U.S. —*Scary Larry*

**Published and developed by Capcom**  
**Available Fourth Quarter '97**



## Deathtrap Dungeon

Deathtrap Dungeon features 3D hack 'n' slash action—medieval style. In Dungeon, you explore ten levels filled with over 55 monsters, including dragons and mummies, all from a third person perspective in 3D environments. The stages contain many different traps, like covered pits, fake floors, and spinning spikes. During your journeys, you'll collect weapons like a sword, a musket, and even magic spells.



—*Major Mike*

**Published and developed by Eldos**  
**Available Fourth Quarter '97**



## Grand Tour Racing '98

Those looking for variety in racing games will definitely want to check out Grand Tour Racing '98. This game contains three racing modes (Buggy Off-road, Sports, and Rally), 40 cars, races in famous worldwide locales like Moscow, Easter Island, and Egypt, and other options. Up to four can race with two linked PlayStations via a split-screen view. —*Major Mike*

**Published by Activision**  
**Developed by Eutechnyx, Ltd.**  
**Available September**



**Extras**



**Castlevania: Symphony of the Night**  
Available September  
(See "Sneak Previews," May)



**Treasures of the Deep**  
Available September  
(See "Sneak Previews," June)



**Overboard**  
Available Fall '97



**Oddworld: Abe's Oddysee**  
Available September  
(See "Sneak Previews," June)



**Command & Conquer: Red Alert**  
Available Fourth Quarter '97  
(See "PC GamePro," February)

**Extras**

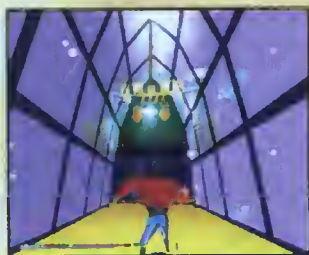


## Blasto

Blasto off with Sony's new sci-fi hero. Blasto's an action shooter with 3D environments and a main character called—what else? Blasto—that looks like he's right out of a Warner Bros. cartoon. One of the game's unique aspects is its environmental mapping effect, where the surrounding colors reflect off the character. Blasto can acquire several weapons to help him through the many levels, including a ray gun and a flamethrower. —Major Mike



Published and developed by Sony  
Available Third Quarter '97



## Crash Bandicoot 2

Crash's back, with bigger levels, more moves, and more secrets. Having survived the final confrontation with Crash at the end of the first game, Dr. Neo Cortex is back to create more mayhem for our Bandicoot. Other returning characters include Ripper Roo and N. Brio. In addition to Crash's usual run-and-jump moves, he now has the ability to slide, super jump, and climb. —Major Mike



Published by Sony  
Developed by  
Naughty Dog, Inc.  
Available Fourth  
Quarter '97



## Wild 9s

Wild 9s is the latest game from Shiny Entertainment, the same folks who gave us Earthworm Jim and MDK. At this point there's more story than game. The tale centers on Wex, who leads eight other characters as they fight the evil forces of Karn, a monster who's systematically destroying the galaxy. Wild 9s will feature platform-style action in 3D environments (much like Pandemonium) and huge monsters. —Major Mike



Published by Interplay  
Developed by Shiny Entertainment  
Available Fourth Quarter '97



## G Police



Take to the skies as a rookie officer of the DSA-Kamov Havoc, or G Police—the future of law enforcement. In G Police, you pilot a gunship in the unfriendly skies on a moon of

Jupiter. Thirty-five missions featuring murder, corporate espionage, and sabotage await you, with action on the ground and in the air. Unlike most shooters, G Police features unrestricted movement that enables you to fly anywhere you want. —Major Mike

Published and developed by Psygnosis  
Available October



Extras  
**E**



**Pandemonium! 2**  
Available December



**Shadow Master**  
Available October



**Rampage World Tour**  
Available Fall '97  
(See "Hot At The Arcades," May)



**Ghost in the Shell**  
Available October



**Maximum Force**  
Available Fall '97  
(See "Hot At The Arcades," April)

Extras  
**E**



## Colony Wars

Colony Wars is a space shooter that features 60 missions across 5 solar systems. As a rookie pilot in the League of Free Nations, you take to the stars in this real-time 3D title, where you pilot six crafts each suited for certain types of missions. Mission objectives include rescuing prisoners and escorting cargo ships. Like G Police, your craft has unrestricted movement enabling you to fly where you wish. The Wars start in October.—*Major Mike*



Published and developed  
by Psygnosis  
Available October



## Metal Gear Solid

Although it is set for an early '98 release, Metal Gear Solid looks like one of Konami's most promising upcoming titles. You play as a secret agent named Snake, but the emphasis is more on stealth tactics than run-n-gun twitch action. The game features full 3D environments for the action sequences and uses computer-generated cinemas to enhance the story (see "Overseas Prospects," May).—*Major Mike*

Published and developed by Konami  
Available Fourth Quarter '97



## Critical Depth

With Critical Depth, Singletrac takes the vehicle-shooting theme of Twisted Metal underwater. Gamers get to choose from ten submarines, each with varying maneuverability and weapons systems. You're pitted against other subs as you try and reach the Threshold, an object of awesome power. Depth features several weapon power-ups, and your sub can take damage if it goes too deep. Let's hope this title can take the pressure this fall.—*Major Mike*

Published and developed  
by Singletrac  
Available November



## Poy Poy

Poy Poy's an action game where you pick up objects and throw them at three other opponents. You can chuck rocks, bombs, and crates, just to name a few. While the premise is simple, the game becomes very addictive—especially in the free-for-all mode where four players can go at it using the multi-tap. Could this be Bomberman for the PlayStation?—*Major Mike*

Published and developed by Konami  
Available July



**Extras**



**Speed Tribes**  
Available First Quarter '98



**Psybadek**  
Available October



**Batman & Robin**  
Available November



**VS**  
Available September



**WCW Nitro**  
Available Fourth Quarter '97

**Extras**



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# Sonic Jam

By Toxic Tommy

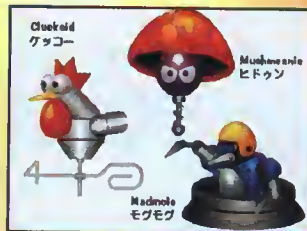
## Don't Call It "Xtreme"



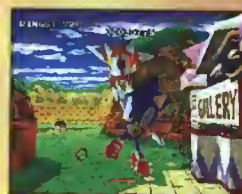
The Jam interface is actually pretty imaginative: When you fire up Jam's Sonic World feature, you get a cool 3D version of Sonic gameplay, which is really a teaser considering that that's what everyone wanted a 32-bit version to be. You can collect rings, jump platforms, and even hitch a ride with the flying Tails.

However, all this is just something to pass the time as you make your way to some of the other Jam features: the Sonic Sound Museum, the Sonic Gallery, and the Sonic Movie theater. These short stops offer Sonic facts and info including character studies, a product history, and famous Sonic sounds.

Will there ever be a 32-bit Sonic? Sega's got something cooking for the fall.

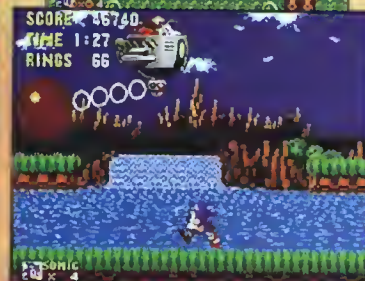


*Sonic the Hedgehog is making a comeback on the Saturn...sort of. Sonic Jam is a collector's disc that contains all the Sonic you could want—except for a full-fledged 32-bit game.*



Published by Sega  
Developed by Sonic Team  
Available July

## Sonic...Again!



Sonic Jam offers, among other things, Sonic the Hedgehog, Sonic the Hedgehog 2, Sonic the Hedgehog 3, and Sonic & Knuckles, all originally for the Genesis. You get complete versions of the games with a few extras, including the Sonic Spindash, not present in the first Sonic, and the scrolling skyscape, present in the Japanese versions but not the American games. If you can get over the fact that these are recasted 16-bit versions, you'll enjoy some classic platform gameplay.



# Sky Target

By Johnny Ballgame

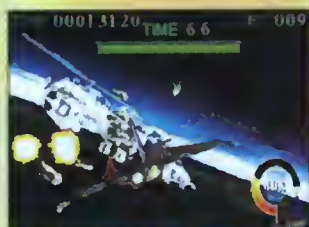
## Buck'n 'em Down



Climb into the cockpit of one of four powerfully advanced jet fighters as you set out to complete 12 white-knuckle missions packed with deadly enemies and dangerous nosedives. You'll lock on to battleships and destroyers, and shoot down fighters and choppers in intense, missile-heavy battlegrounds that cover everything from cavernous canyons to population-crazed cities.



*Sky Target's a fly-and-fire, high-speed Saturn exclusive that'll provide super-charged thrills and adrenaline highs to Sega pilots looking for a taste of explosive fun this summer.*



Published and developed  
by Sega  
Available July

## High-fly'n Fun



The real-time 3D environments have been directly translated from the arcade version and will thrust gameplay elements like plunges, explosions, and enemy fire to incredibly fast rates of speed. A new Ranking mode, previously unavailable in arcades, has been added to spice up the replay value and the options list of the game. Although still early in development, Sky Target looks like it will be one of Sega's top guns at this year's E3.



## Last Bronx

The mean streets of urban living got you down? Fight back! Last Bronx, which Sega plans to showcase at E3, is a 3D beat-em-up, converted from Sega's arcade game of the same name. You command one of eight mean and nasty street fighters, each armed with a unique fighting style and weapon, including nunchuks, tsais, hammers, tonfa sticks, and the good ol' American lead pipe. The object is simply to get from point A to point B and bust as many heads as possible. Bronx puts Virtua Fighter-style realism into the fighters, and paints them against a gritty urban environment modeled from actual Tokyo neighborhoods. You don't want to go there, but Saturn gamers just might want to go to da Bronx.—*Bro' Buzz*

Published and developed by Sega

Available October



## Saturn Bomberman

Bomberman? Where do we sign up! This Saturn version features the classic Bomber boys doing the usual—laying 'em down and blowing 'em up! There are four modes with cool new features. For example, in Battle Mode you can ride dinosaurs that have special powers, and if you're blown up, you can still toss bombs from the sidelines at the remaining players. Ranking Mode features 20 levels and five boss Bombers. Net Link mode enables four players to compete via two Saturns. Bombs away.—*Toxic Tommy*

Published and developed by Sega

Available September



## Enemy Zero

Enemy Zero is a mystery/strategy game that stars Laura, who you may remember as the vampire-hunting heroine from D. Like D, Zero is a conversion of a Japanese game created by Warp, who plan to feature Laura in many different games beginning with Zero. The story line in this beautifully rendered CD mimics the movie *Alien*. Laura awakes in a cryo-chamber onboard a spaceship full of bloody bodies. A creepy alien creature soon leads Laura on intense cat-and-mouse adventure.—*Toxic Tommy*

Published by Sega

Developed by Warp

Available December



Extras



**Duke Nukem 3D**

Available July  
(See "Sneak Previews," June)



**The Lost World: Jurassic Park**

Available July  
(See "It's Out of the Park," May)



**Ten Pin Alley**

Available August



**Herc's Adventures**

Available August  
(See ProReview, May)

### • Quake

Available Fall '97

### • Virtua Fighter 3

Availability date not yet released

### • Sonic the Hedgehog

Available Fall '97

### • Wanted: Dead or Alive

Available Third Quarter '97

Extras



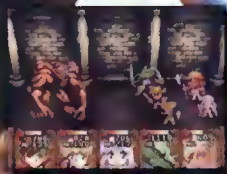
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## Dark Reign: The Future of War

Win 95

Activision throws its helmet into the real-time strategy genre with *Dark Reign: The Future of War*. In *Reign*, you play as one of two warring factions—the Imperium Forces or the Freedom Guard. The battles cover 30 levels in atmospheres that vary from freezing snow to hot jungles.

Each side has 35 combat units to choose from, including spy, morph, and infiltration units. There's even a unit that lets you take hostages, strap them with explosives, and send them back to your enemy! Activision tells us that some unique aspects of *Reign* include playing fields bigger than those in *Command & Conquer* or *Warcraft*, and "a tougher A.I. than any game in the genre." For multiplayer action, up to eight players can battle it out via link play. —*Major Mike*

*Published by Activision*

*Developed by Activision and Auran*

*Available June*



## Warcraft Adventures: Lord of the Clans

Win 95

Mac

The biggest surprise about Blizzard's latest *Warcraft* entry is that it won't be a real-time strategy game. While the company plans to release *Warcraft 3* (the next real-time strategy game in the series) sometime in 1998 or 1999, *Warcraft Adventures: Lord of the Clans* delves deep into the back story behind the *Warcraft* saga. Gamers take on the role of Thrall, an orc raised as a human slave, with the goal of reuniting the orc clans and leading them to dominance once again. Set in seven regions of Azeroth, *Warcraft Adventures* involves plenty of adventure-style exploration and RPG-like character interactions. —*Air Hendrix*

*Published and developed by Blizzard Entertainment*

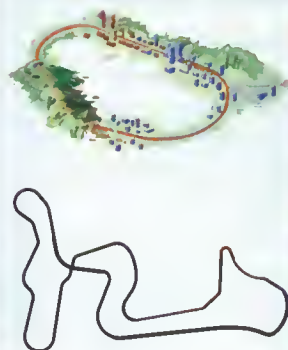
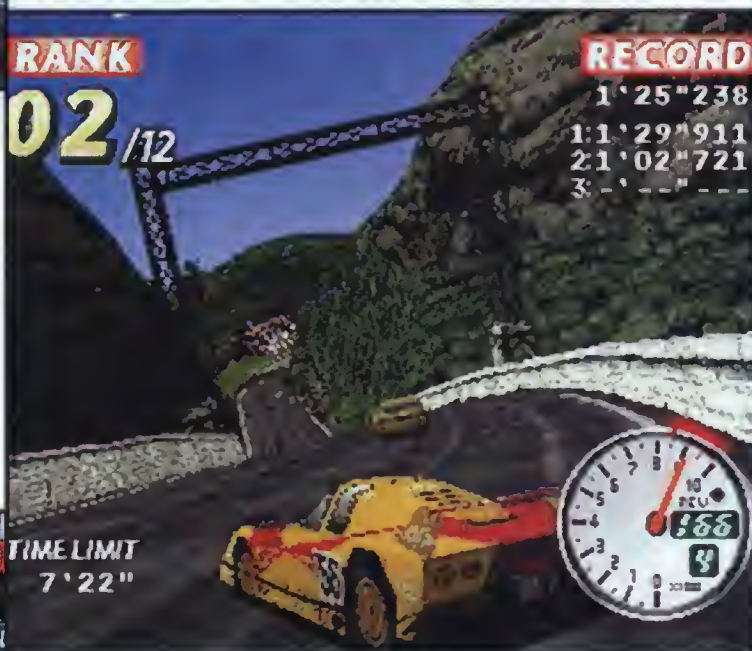
*Available December*







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the more cash you accumulate. Use it to modify your existing car, or save it to finance a trickier, quicker ride. See the face on the hood of that car? His handsome mug was lacquered on with the Custom Paint & Team Logo Designer. No bolt was left untorqued in an effort to make Rage Racer the most realistic street racing experience. The only question is, how fast can you race to the store and buy it? **POWERED BY namco®**

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## MechWarrior III

Win 95

After scoring the BattleTech license from Activision, MicroProse and its developer, FASA Interactive, are hard at work on the next round of mech-thrashing action. Details on MechWarrior III are still scarce as the game's almost a year away from completion, but it sounds like MicroProse is sticking with the tried-and-true MechWarrior style. Players will be able to design and arm their own mechs, then head out into campaign-based combat in worlds littered with swamps, rivers, canyons, and other 3D terrain. By scavenging new equipment and weapons, mechs can be repaired and updated. MW III also promises cooperative or head-to-head multiplayer action over LAN or Internet. —*Air Hendrix*

Published by MicroProse

Developed by FASA

Available Second Quarter '98



## PC PROSPECTS

If you're looking for the next big thing after Quake and MDK, E3's gonna erupt with some of the hottest PC titles for the rest of '97 and beyond. *By Air Hendrix*

GT Interactive's got a heap of hot stuff, including **Unreal**, a most promising corridor shooter; **Total Annihilation**, which it's billing as a "C&C killer"; **Shadow Warrior** and **Prey**, the latest from the creators of Duke and Blood... id Software will likely be showing **Hexen II** and

**Quake 2**... MicroProse will also have **MechCommander**, a real-time strategy game set in the MechWarrior universe; **Star Trek: First Contact**, an action/adventure game based on the hit flick; and **Falcon 4.0**, the long-awaited sequel to the landmark flight sim... Broderbund will probably uncork **Riven**, the sequel to **Myst**... Activision will unveil **Heavy Gear**, its latest mech combat game since it lost the MechWarrior license, and **Twinsen's Odyssey**, a gorgeous adventure game... LucasArts will keep the Star Wars crowd happy with corridor-shooting **Jedi Knight**... Cyclone Studios is hammering away on **Uprising**, an intriguing real-time strategy game that also involves first-person combat... Sierra's trotting out the sequels with **EarthSiege 3**, **Red Baron II**,

**MechCommander (MicroProse)****Jedi Knight: Dark Forces II (LucasArts)****Unreal (GT Interactive)**

and **Cyberstorm 2**... Origin's going online with **Ultima Online**, the intriguing Internet RPG "world"... Westwood will provide a peek at **Blade Runner**, a hot title based on the classic film, as well as **Command & Conquer 2: Tiberian Sun**... In addition to **Warcraft Adventures**, Blizzard will surely be showing **Starcraft**, its cool new space-based

**Uprising (Cyclone Studios)**

real-time strategy game... Interplay will be sporting **Fallout**, a hardcore new RPG, along with **Star Trek: Starfleet Academy**... Blue Byte's providing a first peek at its new strategy game, **Battle Isle 4**... Departing from its sim tradition, **Inter-**

**Falcon 4.0 (MicroProse)****Star Trek: First Contact (MicroProse)**





# "9 out of 10"

— Digital Diner

**"...VR Baseball '97 is the new king of baseball games."**

— PS Extreme

**"...a real contender for baseball game of the year — 92%."**

— P.S.X.

**"Beautifully textured polygonal players move with life-like grace."**

— Game Pro

**"VR Baseball will make you eat, sleep and live baseball."**

— Game Informer

## Try it!

*It's new. It's different.*

*You may never go back to your old game again.*

# VR BASEBALL™ '97



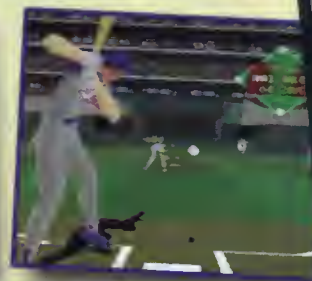
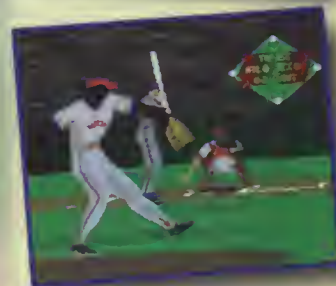
**VR SPORTS™**  
The Difference Is Real™



**COMING JULY 1997**  
**VR BASEBALL '97 WIN '95**  
• Hardware accelerated providing superior graphics.  
• Play Major League Baseball™ from any position or perspective in a real-time 360° 3-D world.

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**IF BATTLING THE  
CYCLOPS AND THE  
FOUR-HEADED HYDRA  
ISN'T FUN ENOUGH,  
YOU CAN ALWAYS  
GO TO HADES.**







← In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.) →



IN HERC'S ADVENTURES, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

### **STRENGTH OF CHARACTER.**

You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And, Jason - savvy street smarts.

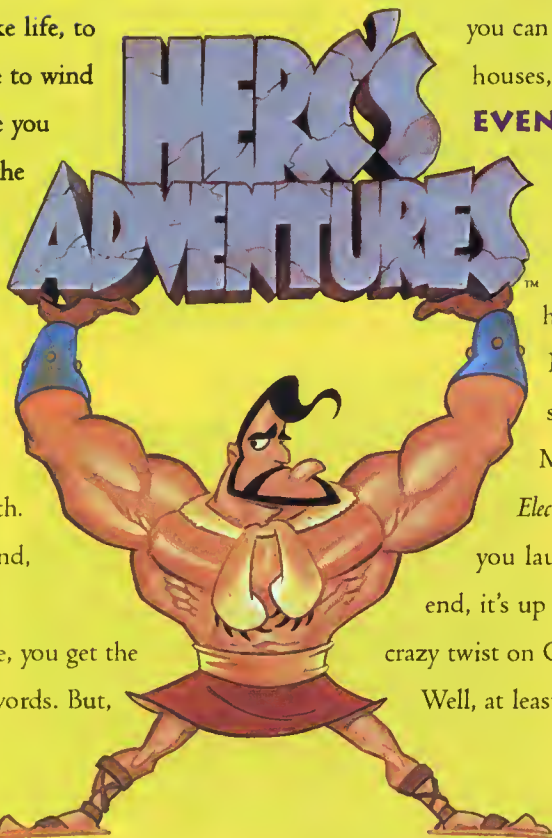
**WEIRD WEAPONS.** Sure, you get the usual arrows, slingshots and swords. But,

you can also arm yourself with ray guns, houses, sheep and inflatable cows.

### **EVEN WEIRDER BAD GUYS.**

Freaky weapons are perfect for fighting even freakier enemies: A one-eyed Cyclops, the four-headed Hydra, and snake-haired Medusa. Plus sword-swinging skeletons, crazy clowns, nasty Martians and more. No wonder

*Electronic Gaming Monthly* says it "...has you laughing too hard to fight." In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.



← So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors. →



<http://www.lucasarts.com>

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# Major League Baseball '98

PlayStation

By Air Hendrix



*After finishing a distant second in last year's pennant race, Sony's slugging away for the hearts and dollars of baseball gamers with the late-summer release of Major League Baseball '98.*

## Starting Lineup

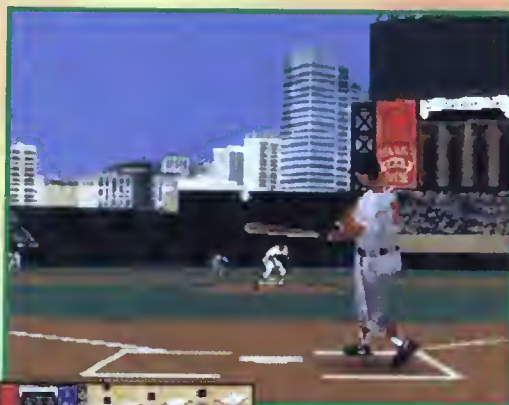


Along with a name change (last year's game was called MLB Pennant Race), Major League Baseball '98 is digging in at the plate with a solid set of features. Ballplayers can choose from Exhibition, Season (includes interleague play), All-Star, Playoff, and World Series modes in either arcade- or sim-style play. On the licensing side, MLB features all the pro players, teams, uniforms, and stadiums, while roster moves include both trades and create-a-player. Fifty categories of stats should keep stat hounds happy, but the best news is that Sony's talking up the game's speed, promising fast-paced action and no waiting for the game to load.

## At the Ballpark



Visually, MLB's entering the next dimension with a fully 3D game engine that sports polygonal players and real-time rendering of the action. Pitchers and batters will hit the field with their real-life sizes and stances, so Nomo's trademark windup should catch your eye every time. Finally, new motion-captures will jack up the realism, filling in nuances like home-plate collisions, fielding and throwing on the run, and hook and pop-up slides.



Published and developed  
by Sony  
Available August



# NFL Quarterback Club '98

Nintendo 64

By Johnny Ballgame



N64 owners, get ready for your first taste of helmet-smashin' gridiron glory. QB Club takes the field as the first football simulator for the N64 and it has all the right moves and features of a possible Super Bowl contender.



## Graphics and Sound



Published by Acclaim  
Developed by Iguana  
Available November

QB Club promises to provide football fans with the most realistic looking and detailed players to date. New York Jets star Adrian Murrell was motion captured to add his unique flair to everything from running to blocking, while each player will be comprised of over 300 polygons giving Sunday zombies lifelike versions of their hometown heroes. "Young to Rice? Yes!" NBC broadcaster Marv Albert will entertain your ear with his unmistakable voice and smooth style as he calls the game's play-by-play.

## Features and Gameplay



NFL Quarterback Club '98 features a superstar stat line including all 30 NFL teams, 3D rendered stadiums, over 1500 NFL players, season-long stat tracking (including league leaders), player injuries, and an assortment of penalties. Roster management scores with trades, create-a-player, team creation, and the ability to, roster-wise, start the NFL from scratch, pick a team, and draft your entire 52 man roster. You will be able to use either the D-pad or analog controller to maneuver your players, but the analog will allow you the most complete control as the farther you push the stick, the faster your player will run. Team playbooks are comprised of approximately 500 plays, many of which were designed by league MVP and QB Club cover-boy Brett Favre.



# NCAA Football '98

PlayStation

By Johnny Ballgame



The road to the national championship starts here! NCAA Football is popping from cleat to helmet with an overwhelming list of features, a dynamite look, and high-scoring gameplay elements that'll have football fans dancin' in the end zone 'til Christmas.



Published and developed  
by EA Sports  
Available August

## Gameplay



Awesome player control includes stiff-arms, hurdles, dives, one-handed catches, and ball carriers covering up the pigskin with two hands as they speed-burst through tacklers. Gameplay will also be heightened through EA's guarantee of no money plays, more realistic defensive pursuit angles, and an earned instant replay that your unworthy opponent can't button through.

## Features



NCAA Football '98 struts the sidelines with more features than players that were arrested on the Cornhusker campus. Over-shadowing the standard Exhibition and Season games is this year's new Dynasty mode, where gamers play as the team of their choice through as many as four seasons. At the end of each season, seniors graduate, and you need to recruit incoming freshmen to fill their positions. Other extraordinary options include all 112 Division 1 teams, 40 of the all-time greatest bowl teams, a practice mode, exclusive rights to the Fiesta, Sugar, and Orange bowls, and playbooks tailored to suit each team's authentic offensive and defensive styles.

## Graphics and Sound



Although the graphics are Madden-esque, NCAA sports far more detail than its professional predecessor. Jersey numbers are visible (and aren't all #88), 123 stadiums are realistically modeled from the stands to the field, and the players not only appear slightly larger than in Madden, but they move more fluidly. Soundwise, NCAA will include over 35 collegiate fight songs and crowds chanting for their alma mater, while the Rose Bowl's official announcer, Chuck White, handles the PA calls.

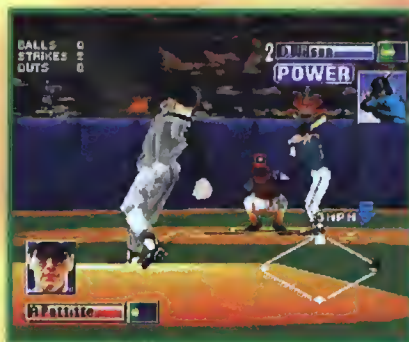
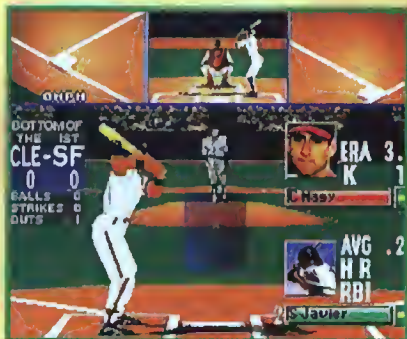


## Bottom of the 9th '97 PlayStation

After a solid but unremarkable showing last season, Konami's back on the mound with Bottom of the 9th '97. While this update strongly resembles the first BOT9, it sports some cool new features, including a behind-the-pitcher view that makes hitting much easier, current 1997 rosters with all the pro players (but teams named by city), more stadiums, and a new Training mode where you can brush up skills like base running and fielding. The pace of BOT9 is also much speedier, delivering fast, rowdy games without the sluggishness of real-life baseball.

However, in the unfinished 60 percent version we played, BOT9 was hitting foul with slightly clunky controls and chunky polygonal graphics—just like its predecessor. Hopefully, Konami will remedy all that before the game ships, but it faces stiff competition from the outstanding Triple Play '98. Stay tuned for the review. —*Air Hendrix*

*Published and developed  
by Konami  
Available July*



## F1 Pole Position 64 Nintendo 64



Realistic racing's peeling out on the N64 with F1 Pole Position, a Formula 1-style game drawn with polygonal 3D graphics. Gamers can choose from 30 drivers to burn rubber on 16 tracks (based on the Grand Prix lineup) in 22 F1 cars. Other highlights include a radio for communicating with the pit crew and damage caused by crashes, failed transmissions, engine breakdown, and more. —*Air Hendrix*

*Published by Ubi Soft  
Developed by Human Entertainment  
Available Summer '97*

## VR Hockey PlayStation

The fourth title in VR Sports' lineup, VR Hockey's skating onto the PlayStation ice with a new development in hockey gaming: a first-person perspective that lets you view the gameplay from the eyes of a player. At press time, VR Sports was in the early stages of developing the game and had few other details to provide, but VRH will offer all the pro players, teams, and uniforms; complete stat tracking; and 360-degree user-controllable camera angles. —*Air Hendrix*

*Published and developed by VR Sports  
Available Winter '98*



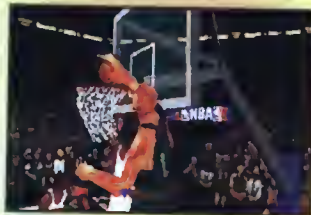


## NBA Action '98 **Saturn**

Sega's gettin' serious about hoops with NBA Action '98, a sim-style follow-up to the solid original which features a whole new game engine and design. Hoopsters can choose from exhibition or season play, and take it to the hole with all the NBA teams, players, and arenas. Each team will play in its real-life style and come equipped with an in-depth playbook for on-the-fly calling. Icon or regular passing; between-the-leg dribbles; polygonal motion-captured graphics; and player creation round out the features of this promising Saturn prospect.

—Air Hendrix

Published by Sega Sports  
Developed by Visual Concepts  
Available October

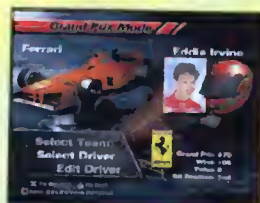


## Formula 1 '97 **PlayStation**

After an outstanding season last year, Formula 1's revving its engines for a high-octane start in '97. The hottest addition is definitely the retooled A.I., which, Psygnosis says, gives each CPU opponent their own distinct, real-life style by factoring in such details as aggression level and car reliability. Other intriguing additions include new tracks (a total of 17), new sounds recorded inside an F1 race car, and all the '97 teams and drivers.



Published by Psygnosis  
Developed by Bizarre Creations  
Available September



## Manx TT **Saturn**

Sega's steering its arcade motorcycle-racing hit onto the Saturn. Set against the backdrop of the famous Isle of Man race, Manx TT delivers eight bikes and a scant four courses. The action goes down in Arcade, Saturn, or two-player split-screen modes, and finishing well on all four tracks unlocks two secret Suzukis and one hidden Honda. On the gameplay side, focusing on taking tight lines and leaning into good angles through turns definitely pays off more than bump-n-grind tactics.

—Air Hendrix



Published and developed  
by Sega Sports  
Available July



Extras



NHL Powerplay '98  
(PlayStation)  
Available September  
(See "Sports," June)



NASCAR '98 (PlayStation)  
Available October  
(See "Sports," June)



World Series Baseball '98  
(Saturn)  
Available July  
(See "Sports," June)



Major League Soccer  
(PlayStation)  
Available Fall



All-Star Baseball Featuring  
Frank Thomas  
(PlayStation, Saturn)  
Available Now  
(See "Sports," May)

Extras



## Worldwide Soccer '98

Saturn



Following a strong showing on the "football" field last year, Worldwide Soccer '98 is slide-tackling after the A.I. in this year's version. WS '98's producers are focusing on refining the goalie and player intel-

ligence so that they get to the ball better, pass more smartly, and choose better field position. On the features side, gamers can expect three new stadiums, several new licensed leagues in the lineup, and enhanced animations, commentary, and crowd chants. U.S. champ Cobi Jones will star in the game after playing an advisory role in its development.—*Air Hendrix*

*Published and developed by Sega Sports  
Available November*



## Behind Closed Doors

Some of the year's hottest sports games won't be unveiled until E3 in order to keep away the competition's prying eyes. Hopefully, we'll be previewing these top prospects soon....

- Madden NFL '98 (PlayStation)
- NFL GameDay '98 (PlayStation)
- NCAA GameBreaker '98 (PlayStation)
- Ken Griffey Jr. Baseball (Nintendo 64)
- NBA Shoot Out '98 (PlayStation)
- NBA Live '98 (PlayStation)
- Wayne Gretzky Hockey '98 (Nintendo 64)
- NHL Faceoff '98 (PlayStation)
- NHL '98 (PlayStation)
- NHL All-Star Hockey '98 (Saturn)

## 16-Bit Sports: Alive & Kicking?

While the 16-bits sports action of 1997 hardly resembles the glory days of yesteryear, those of you still standing by your



**NHL '98 (Genesis, Super NES)**

Genesis and Super NES have a small but steady trickle of sports games to look forward to in the coming months. First up is **World Series Baseball '98**, which Sega's releasing on the Genesis in July. Along with some graphical enhancements, ballplayers can



**Madden NFL '98 (Genesis, Super NES)**

look forward to interleague play and the '98 expansion teams.

T-HQ scored the 16-bit rights to EA Sports' stellar lineup, and the first game out of the gate will be **Madden NFL '98** for the Genesis and Super NES, which is due in September. A new Rookie mode will automatically choose plays for beginners, while Madden pros will find more than 500 plays, up-

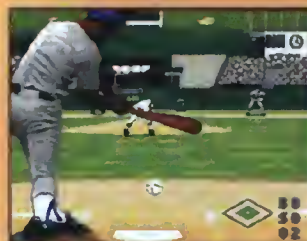
dated rosters, and new graphics and sounds.

Then in October, **NBA Live '98** and **NHL '98** will both arrive for the Super NES and Genesis. Live '98 will bang down buckets with a new practice mode, more signature moves, and retooled visuals. Of course, the rosters and stats will be updated, too. Finally, NHL '98 faces off with several of the national teams joining the lineup, a new hip check move, coaching op-

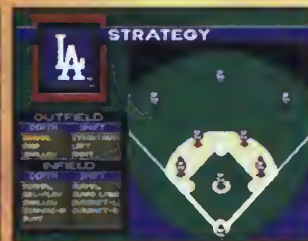


**NBA Live '98 (Genesis, Super NES)**

tions that set strategy for the lines, and new rosters, animations, and signature moves.—*Air Hendrix*



**World Series Baseball '98 (Genesis)**



Extras



**International Superstar Soccer (Nintendo 64)**  
Available June



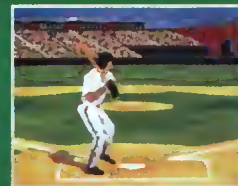
**NFL Quarterback Club '98 (PlayStation, Saturn)**  
Available August  
(See "Sports," May)



**NHL Breakaway '98 (PlayStation, Saturn)**  
Available August  
(See "Sports," May)



**VR Football (PlayStation)**  
Available September



**HardBall 6 (PlayStation)**  
Available July  
(See "Sports," May)

Extras



# Shining the Holy Ark

Saturn

By Robinson Hood



Sega's superb Shining series continues, possessing Saturn owners with all the swordsmanship, magic, and gold a gamer could dream of.



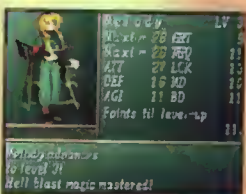
## Your Quest



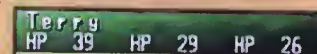
In the latest Shining game, you play as Arthur, a mercenary sword fighter who's been sent with his companions, Melody and Forte, into a cursed mine to capture the evil ninja Rodi. After defeating him, the mine collapses on all of you. Luckily you're saved, along with Melody and Rodi, by a group of good spirits who, as a condition of your rescue, force you to accept the maniac Rodi into your party. Unfortunately, Forte gets kidnapped by devilish souls and it's up to you and your new posse to scour the countryside for your friend.



Published and developed by Sega  
Available June



## Holy Doom



Holy Ark immerses you in an imaginary world through a first-person perspective that's more Doom-like than the typical RPG fare. The battles are turn based, but rendered sequences showcase every sword swipe and magical spell. Along your journey through the forces of life and death, you encounter malicious monsters, haunted forests, and three riddles, which, if answered correctly, uncover three sacred treasures.



## Ogre Battle: The March for the Black Queen **PlayStation**

Ogre Battle, one of the most addictive and fun RPG's on the Super NES, is coming to the PlayStation with enhanced (and gratuitous) bloody fun. Both the graphics and sound have been remastered, including additional musical scores and new eye-popping, Ogre-decimating spells. Ogre Battle features non-linear gameplay and 12 possible endings. It also gives you the opportunity to be good, neutral, or evil as you march your army through the Zenobian Empire and try to reclaim land that's been stolen through war and treachery. Throughout the game you recruit up to 75 unique warriors to help you win back your nation's land. But with victory comes this question: Do you give the land back to its rightful heirs, or keep the land and its power for yourself?

—Robinson Hood

Developed and published by Atlus  
Available Summer '97

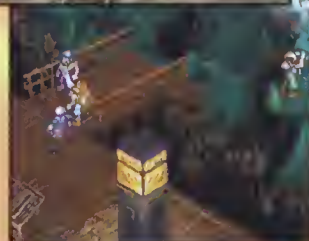


## Breath of Fire III **PlayStation**

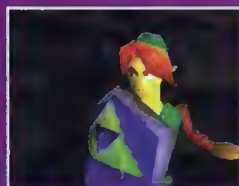
Capcom's popular RPG series makes its way to the PlayStation, keeping intact the fierce fights, vast landscapes, and numerous hidden areas that made the first two BOF's such tremendous hits. Breath of Fire III's story revolves around the Light Dragon Clan's conflict with the evil goddess Miria. Throughout your journey you develop your characters strengths and attributes, while casting spells, picking up weapons, and battling sinister beings in your quest for peace. One new gameplay feature that makes a tremendous difference is the option to change camera angles. This makes it easier to spot hidden caverns that you might have missed otherwise.

—Robinson Hood

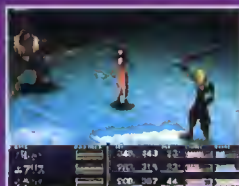
Developed and published by Capcom  
Available Summer '97



**Extras**



**The Legend of Zelda 64**  
(Nintendo 64)  
Available December  
(See "Role-Player's Realm," April)



**Final Fantasy VII**  
(PlayStation)  
Available September  
(See "Role-Player's Realm," May)



**Final Fantasy Tactics**  
(PlayStation)  
Available September  
(See "Role-Player's Realm," June)



**Albert Odyssey (Saturn)**  
Available June  
(See "Role-Player's Realm," June)

• **Magic Knight Ray Earth**  
(Saturn)  
Available Summer

**Extras**



## The Lost World: Jurassic Park

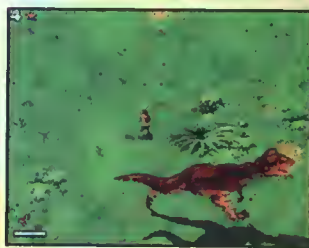
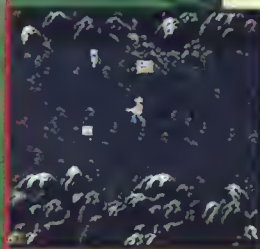
Genesis

A month after it stomps its way onto movie screens and 32-bit systems, *The Lost World: Jurassic Park* should rumble over to the Genesis. As in the PlayStation and Saturn versions, you play as different characters, including a raptor, a T. rex, and a human hunter, while trying to survive 20 levels of action/adventure on an island overrun by dinosaurs. Sega claims the new "Morf-x" technology will make this the smoothest, most realistic animation yet on a 16-bit system. We'll see.—*Bone*

Published by Sega

Developed by Dreamworks Interactive

Available July



## Brunswick World Tournament of Champions

Super NES

**BRUNSWICK PROS**

WALTER RAY WILLIAMS JR.  
WALTER RAY SET PBA RECORDS IN 1993 FOR 300 GAMES IN A TOURNAMENT (4), MOST GAMES BOWLED IN A YEAR (1300) AND MOST 200 GAMES IN SUCCESSION. HE WAS INDUCTED INTO THE HALL OF FAME IN 1995.

AVG 225.28  
RIGHT HANDED

CAREER INFO  
M. AULBY  
S. JAROS  
EXIT

One of the few remaining games left for the 16-bit market, Brunswick (a famous equipment manufacturer in bowling and sponsor of televised tournaments) is behind this bowling game for the Super Nintendo. Featuring authentic rules, techniques, and of course, equipment, this title should put a new spin on the 16-bit system's last hurrah.—*Scary Larry*

Published by T+HQ  
Developed by Tiertex  
Available July



## Disney's Timon and Pumbaa's Jungle Games

Super NES



Supposedly aiming at a much more consumer-driven younger market, this game (with the two wisecracking sidekicks from Disney's *The Lion King*) will feature four arcade-style forays: Burper, Hippo Hop, Sling-shotter, and Pin-ball.—*Scary Larry*

Published by T+HQ  
Developed by Tiertex  
Available June

## THE DEATH OF 16-BIT?



It looks like the long, fascinating journey of the 16-bit systems is wheezing to a close...at least from Sega and Nintendo's point of view. Prior to E3, Sega announced it will produce no new 16-bit titles for 1997. Nintendo, always a staunch supporter of 16-bit games, also indicated that it won't be producing any new games for the Super NES in '97.



# GAMEPRO LABS

## SPECIAL REPORT



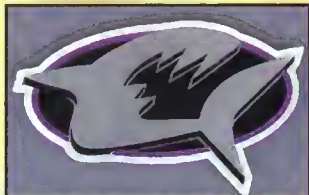
**J**ust because you see Johnny Lab Rat walking around wearing a single black glove, it doesn't mean I'm having plastic surgery on my nose or I'm out moonwalkin' with a monkey. It only means I'm locked up in the Lab pre-viewing the hottest peripherals that'll be at E3. Heh-heh.

*By Johnny Lab Rat*

### Shark Bait

Nintendo gamers hungry for codes can take a bite out of the new **GameShark** designed especially for the N64 by Interact. The Shark comes loaded with codes to make your characters jump higher, run faster, live longer, or if you like, die quicker.

Sports games can now start out with one team having a 10-point cushion, and fighting games can start with one player's energy bar at half-full. Gamers who learn to hack the Shark can even create their own codes for their favorite N64 games.



*InterAct's GameShark is finally swimming in N64 waters this fall.*



*Nyko's BioGrip is a fun way to turn and burn through games like Top Gun and Wipeout XL.*

down that bogey who's hot on your tail. Slow motion and independent turbo, plus stabilizing suction cups, round out the impressive list of features.

### Get a Grip

Nyko's new **BioGrip** flight stick puts you in the cockpit of your favorite flying games and makes you feel like a topnotch flyboy ready to take on the world. Responsive controls and an easy-to-learn button layout provides pilots the tools necessary to barrel roll, maneuver between oncoming missiles, and shoot

### Nothing to Sphere but Sphere Itself

ASCII's headed to E3 with three new PlayStation peripherals, including a one-handed controller, a new arcade stick, and the revolutionary **ASCII Sphere 360**.

The new Sphere 360 features both an analog controller and a digital directional pad, allowing players simultaneous six-axis (360 degree) control. A six-button layout, along with two shoulder buttons, provides gamers everything they can ask for in responsiveness and control.

Perfect for gamers who don't need that silly second arm, the **ASCII Grip** is a one-handed



*RPGers will thrill through magical worlds with the new ASCII Grip.*



*The perfect complement for fighting games like Tekken 2 and Soul Blade, the ASCII Arcade Stick brings the best in brawl control straight to your house.*

coin-op feel when playing their favorite PlayStation games. Durably built for button mashers, the stick provides an inclined surface and sturdy base to provide you with the ultimate in both control and ruggedness.

controller that's designed especially for RPGs and simulation games. The Grip has three button settings, programmable buttons, and a one-piece directional disk to help prevent thumb fatigue.

The **ASCII Arcade Stick** features an eight-button arcade-style layout and microswitch technology to give gamers that

### This Ain't Your Mama's Glove

Those of you who remember Mattel's Power Glove for the old 8-bit NES are probably laughing at the idea of a new glove controller for the PlayStation, Saturn, and N64. But laugh no more!



*OJ never wore a glove like this.*

**Reality Quest's The Glove** is a sleek, form-fitting controller that will change the way you play games. There's no directional pad. You control direction by moving your wrist. Each finger rests on an action button for quick strikes and easy combinations. Other impressive features include a simulated analog mode, three different

button configurations, and the option to reverse the Y-axis control. And with all the buttons and player movements controlled with one hand, your other hand's free to smack an oppoising player in the head or pick your friend's nose.





## PC GamePro REVIEW

DOS, Win 95

By Major Mike

Blood's the latest in the line of corridor shooters to pop-up in the wake of Duke Nukem and Quake—but it's more than a mere clone. It's got personality, gore galore, and challenging levels that'll keep you playing for hours.

### You Gotta Have Blood

Blood's premise is simple: You're seeking revenge on an evil master who sent you to your grave. And while your character doesn't have Duke's gaudy personality and attitude, he does have some clever one-liners of his own—all spoken with staccato, Clint Eastwood inflections. He also has a demented, maniacal laugh that usually punctuates large explosions.

Blood pits you against zombies, fire-breathing hell



**PRO TIP:** The hell hounds can give you a real hotfoot if you get close. To defeat them, have them chase you into a lake or body of water. You can also blast them with the tesla cannon.



**PRO TIP:** Lure enemies into each other's attacks and watch them fight to the death.



**PRO TIP:** Throw dynamite or fire napalm at cracks in the walls to reveal hidden areas.

hounds, gun-toting monks, flying gargoyles, and other monsters eager to send you back to the grave. Helping you send them there first are several weapons, but they're hardly the usual selection of heavy military firepower you'll find in other corridor shooters. You use a pitchfork, flare gun, dynamite, and even a voodoo doll. Most of these weapons have double functions: You can fire one or both barrels of the shotgun; and you can use the aerosol can as a flamethrower or throw it as a napalm bomb.

### Blood Drive

Blood's grisly, violent, and goes over the top—it makes Duke and Doom look like a Disney cartoon. Enemies are

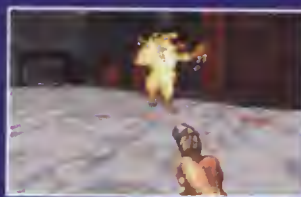
crushed, dismembered, burned alive, and blown to pieces—and that's just for starters. At times the carnage's so out of hand, all you can do is laugh at it. Yet the game does have a sense of humor, especially with levels and dialogue that pay clever homage to contemporary cinema. One level is Camp Crystal Lake from *Friday the 13th*, and you'll hear lines like "You're going to need a bigger boat" from *Jaws*.

The game's levels will task even the most seasoned corridor-shooter veteran: They're huge and filled with traps and

secrets in a variety of settings. Some of these include a moving train, a city during an air raid, and within the pulsating, bleeding walls of God-knows-what. Blood also features an impressive A.I. Some enemies actually crouch and use walls for cover rather than blindly attack you head-on.

### "It Burns! It Burns!"

The visuals and audio do a decent job, but are far from perfect, while the graphics are effective and gruesome. Monsters die in gory detail, right down to streams of crimson that follow



**PRO TIP:** The flare gun works best on zombies—it engulfs 'em in flames, burning 'em to a crisp.



**PRO TIP:** Don't hold the aerosol can too long after you light it—it may explode in your hands!



Rendered cinemas tell the story of betrayal and revenge.

#### Blood by GT Interactive

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

\$49.95

Available now

Corridor shooter

8 players

42 levels

First-person view

Challenge: Adjustable

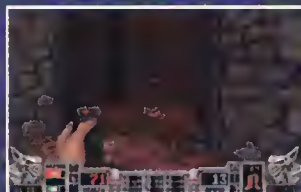
Replay value: Medium

ESRB rating: Mature

#### Minimum System Specifications

- DOS 6.2 or better
- Pentium 75
- 16 MB RAM
- 35 MB on hard drive
- VGA graphics
- 100% Sound
- Blaster compatible
- Quad-speed CD-ROM drive





**PRO TIP:** Send up a remote detector to clear out awaiting monsters before hitching a ride on the elevator.



Even Duke Nukem's hanging around!



**PRO TIP:** Before jumping into a body of water, lob in a few bundles of TNT to blow up any monsters that may be waiting below the surface.



**PRO TIP:** Be leery of gargoyle statues that are near keys—they may spring to life when you grab the key. Use the pitchfork to move the statues far away, or to push them over a cliff or into a lake, before getting the key.



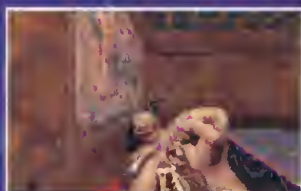
Blood features human sacrifice and other ghastly acts.



One of the many movie parodies in the game. Know what this is from?



**PRO TIP:** When the gargoyles land you can easily dispose of them with a double-barreled shotgun blast.



**PRO TIP:** The voodoo doll is a wonderful weapon—it lets you kill enemies from long distances. Be careful when using it, however—if there are no enemies in view when you stab the doll, you'll take the damage.



The ever-handy overhead map shows your exact location.

exploding limbs. The surroundings are also well-depicted with blood-red skies and foreboding buildings. The biggest drawback is that objects and monsters lose detail and blur into a mass of pixels when up close.

On the audio side, the sound effects are excellent—everything from the monks' gibberish and pain-filled shrieks to

the jarring explosions are crystal clear. The music, however, doesn't fare as well: It ranges from creepy and effective to droning and monotonous. It's biggest problem is it overshadows important sound cues—like monsters lurking around corners and traps being sprung.

The controls are almost perfect, impaired only by imprecise vertical aiming. It's difficult to pinpoint distant targets, and sniper shooting becomes trial-and-error.

## Blood is Good Fun

Blood's flaws are easily swept aside when your guns start blasting and the bodies start falling. If you crave a good, violent corridor shooter, this is a great addition to your PC library. It's bloody fun—right down to the last drop. **G**

## FOUR TALES OF TERROR

### The Way of All Flesh



### Even Death May Die



### Farewell to Arms



### Dead Reckoning





Win 95

By Air Hendrix

- MEAT -  
PUPPET

Arriving hot on the heels of MDK (Playmates' other outstanding action game), Meat Puppet is destined to carve out a following with its slick design and gripping gameplay.

**Subdue the Intruder**

While Meat Puppet bears more than a passing resemblance to the Crusader series, a slew of differences separate it, beginning with the compelling story line and Blade Runner–esque mood. Set in a grim corporate-controlled future, MP drops you into the shoes of the ultra-cool Lotos Abstraction, a “party girl” forced into the assassination game after the mysterious Martinet lined Lotos’s intestines with explosives that leave her with a simple choice: obey or detonate.

As Martinet’s puppet, she’s ordered into six embassies—vast buildings crammed with nightmarish creatures and tricky traps—to terminate the leader of each. A digital ghost named Du-maine provides needed assistance via comlink as you cause carnage from a  $\frac{3}{4}$ -overhead view.







**PROTIP:** If a horde of cleaver-packing kids surrounds you, shoot one and the whole bunch will scatter and give you some breathing room.



**PROTIP:** Shoot with better precision by anticipating the enemy’s movements and sending the rounds at the location they’re about to step into.

**Meat Puppet by Playmates Interactive**

Graphics	Sound	Control	Fun Factor
			
4.5	4.0	3.5	4.5

\$49.95  
Available June  
Action  
1 player  
6 levels

$\frac{3}{4}$ -overhead view  
Challenge: Adjustable  
Replay value: Medium  
ESRB rating: Mature

**Minimum System Specifications**

- Windows 95
- Pentium 100
- 16 MB RAM
- 83 MB on hard drive
- DirectDraw-compatible graphics card
- DirectSound-compatible sound card
- Double-speed CD-ROM drive

The fun of MP comes more from exploring rich environments and unraveling the plot than from hot-n-heavy combat. There’s plenty of intense action, no doubt about it, but unlike Crusader, Meat Puppet melds story, action, and atmosphere for a more mellow but equally fun mix.

**Pulling Strings**

On the control side, Lotos moves with Aeon Flux-like grace and class, executing acrobatic moves like backflips and packing huge heat like rockets and flamethrowers. The mouse-oriented control isn’t very intuitive, but practice smoothes many of the edges. The absence of basics like a crouching move, keyboard-based shooting, and joystick/gamepad support rank as real problems, though.

MP’s graphics easily earn the game’s Mature rating. Lotos faces everything from goopy globs that slither from the sewers to cleaver-packing toddlers, and they all erupt into mounds of gore when shot, torched, or otherwise annihilated. But MP’s most impressive visual achievement is the vast, fully 3D levels,

which drip with exhaustive detail and a macabre ambience.

The sounds pull their weight with perfectly themed industrial tunes and engaging effects like Lotos’s sigh of frustration when you attempt the impossible. Some sounds go over the top, though—the drone of background chanting in the ITMP embassy is truly irritating.

**Aeon Who?**

The control hitches aside, MP’s polished presentation, sheer originality, and quality gameplay just sizzle. You won’t want to miss out on cutting the strings loose from this puppet. **G**

## GUILT-FREE



**PROTIP:** To defeat the first boss, Jonathan Gault, first immobilize his decapitated body by pumping a steady barrage of rockets into it until it’s destroyed...



...then maintain a healthy distance between Lotos and Gault’s head—if it gets in close, its attacks are devastating. Use machine-gun bursts to slowly destroy the head while keeping it away from you.



**PROTIP:** Use the backflip and roll moves when you need to zip through a crowded situation without taking much damage.



**PROTIP:** When you first get your armor upgrade in ITMP, shoot open these outlets and stand in the sparks to keep the armor’s power charged. The armor will vanish when your energy meter has been depleted.



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## StarFox 64

(By Nintendo)

By Bro' Buzz

\$79.95

4 players

96 megs

Rumble Pak

15 levels

bundled with

Available June

game



# STARFOX 64



Falco, Peppy, and Slippy re-up with Fox McCloud for aerial animal action.

## Rumble in the Space Jungle



The Rumble Pak is a simple-looking device that slides into the memory slot of the N64 controller and makes it jump in sync with the onscreen action. For now, the Pak's only available bundled with StarFox 64, but expect to see it offered as a separate item this fall. For more information, call Nintendo at 1-800/255-3700.



Sector X is under construction, which could mean destruction for Fox and Co.



The rendered polygon graphics like this Arwing are excellent!



PROTIP: Tank mines will eventually destroy you unless you avoid as many as you can.

StarFox 64 could be called "StarFun." This wild and woolly outer-space shooter grabs you from blastoff and never lets go.

## Return And Burn

You may recall

StarFox for the Super NES (see ProReview, April 1993), which dazzled 16-bit gamers with thumb-burning shooter gameplay and eye-opening (if rudimentary) 3D visuals. Like its 16-bit predecessor, StarFox 64 is a sometimes-cute-looking-but-always-wicked-behind-the-vehicle space combat cart starring the same animal characters. But comparisons stop there.

Meet SF for a new generation. This time the Fox force includes the Landmaster jet tank, a submarine, and the Arwing spacefighter. The cart also packs a rumble in the bundle; Nintendo's Rumble Pak makes the controller rattle and roll like a bag of weasels with every hit, collision, or acceleration. The new features top out with an outstanding four-player versus mode.

## No Guts, No Galaxy

StarFox 64 returns you to the Lylat System to fly against the



## Fun Factor

5.0

Furious flying, controller-melting action, gorgeous graphics, and weird adversaries launch StarFox 64 into the stratosphere. This game kicks asteroids!



## Graphics

5.0

Fox is flat-out flying fun in a beautifully rendered 3D world. The swift animation puts pizzazz in those polygons, and some of the outer-space backgrounds are stunning.



## Sound

5.0

The sounds sing. Effects like laser blasts, explosions, and rocket ignitions rock with authority. Unlike the 16-bit Fox, the N64 squadron speaks English, not gibberish, to reveal vital tips. According to Nintendo, there are approximately 600 voice messages.



## Control

5.0

StarFox seriously pushes the analog joystick, and it responds like a champ. Pulling tight, precise turns and maneuvers is a breeze, and gamers of all skill levels will feel like they've really mastered something here.





**PRO TIP:** The asteroid boss has a couple of tricks up its mechanical sleeve. Jump to the corner of the screen when it powers up its charger. Also, you need to defeat it several times, so watch the boss meter. Look for the yellow and blast it!



**PRO TIP:** Use the tank's veer move to save your can.



**PRO TIP:** Be prepared! The Tita-nla boss lies hidden in the sand.



Gorgeous graphics make StarFox exceptional N64 fare.



**PRO TIP:** Always collect three Gold Rings as quickly as possible to extend your life meter.



**PRO TIP:** If a team member's in trouble, help him. Try to keep the team intact because each one reveals a gameplay tip. Peppy, for instance, reveals weak points in the bosses.

fierce forces of the mad monkey, Andross. You play wily hero Fox McCloud who leads a zany zoo squadron: Peppy Hare, Slippy Toad, and Falco Lombardi (that bird dude). The animalistic battle rages across 15 levels through planets and strange outer-space areas. The Landmaster tank levels pose a cool, change-of-pace challenge, but it's Arwing flying that rules.

For both the tank and space-fighter, StarFox's controls are exceptional. Straightforward and precise, they are exactly what you need to master this punishing game that tosses blistering enemy fire, wily interceptors, and impossible obstacles at you from every angle. Like the 16-bit version, the N64 cart's a rail shooter that "pushes" your Arwing through a corridor in each



**PRO TIP:** In Corneria Mission 1, to go to a harder pathway, keep Falco alive and fly under all the stone archways on the water.



Training mode takes you through basic maneuvers and also identifies key items.



**PRO TIP:** You can find pathways and hidden areas throughout the Lylat System.

stage along a path that's more or less set. The analog joystick seriously kicks it here with its best performance to date, demonstrating impressively crisp response that enables you to pull the tight, white-knuckle moves you need to survive.

The Rumble Pak teams up with the

**PRO TIP:** To beat Fotuna Mission 3, shoot down the entire Star Wolf squadron.



**PRO TIP:** To immediately destroy the Fotuna boss, take aim on its backpack.





# STARFOX 64



*Titania Mission 5 via the Easy route introduces the new Landmaster tank.*



*The Landmaster tank!*



*PROTIP: To defeat the Sector X boss, always shoot the head-like upper structures. Swinging to the upper corners of the screen to avoid the falling arms.*



*Three paths through the Lylat system make up the 15 levels of the game.*

solid controls and scores as an all-time great add-on. Its jitterbug action adds major sensations to the gameplay. The Pak will surprise hardheads who pooh-pooh peripherals; this simple little thing swings with some big-time pop!

## Fox Times Four

Fox's four-player versus games are a blast and a half and really help to blow out the replay factor. You and three buds can dogfight each other in three types of matches over three locations. Foxie's four-player gameplay is in essence a multi-player aerial combat fighting game. Impressive.

## Fox Fine Points

StarFox doesn't escape the fray without a few burs in its space-age tail. Like Doom 64

and Mortal Kombat Trilogy, Fox basically qualifies as a remake, and even though you'll hardly notice it, you're being ushered through a virtual corridor. More vexing for the not-so-hard-core will be the absence of a save-game feature. It's all the way in one loooooong play with Fox.

## A Star Is Reborn

But overall, fun rules the StarFox universe. This N64 cart stays true to its lineage with major star power. Looking for a good time, space ace? Make a date with this foxy game. **G**

## Four Heads Are Better Than One



StarFox 64 takes much advantage of the N64 to create excellent four-player gameplay. Here are the three four-player modes. You and your buds can play every-one-for-himself or create teams. If you're really good, go three-against-one.



**Point Match:** You set the kill count from 3 to 5—first one to rack up the kills wins.

**Battle Royal:** Straight-out, head-to-head, take-no-prisoners aerial combat

**Time Trial:** Select a time limit—whoever scores the highest number of kills within the limit rules.

**PROTIP:** In four-player games, use the loop-the-loop maneuver when an opponent locks missiles onto you. As soon as you hear the missile-lock tone, simultaneously press Back and Left C.

**PROTIP:** In four-player games, wait until the last second to power up blasters (hold A to charge and then quickly tap A) to shoot a homing blast. This reduces your opponent's reaction time (see loop-the-loop Pro-Tip above).





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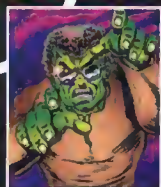
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N

intendo 64

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## Dark Rift

(By Vic Tokai)

By Scary Larry



Price not  
available  
Available  
June  
Fighting  
2 players  
6 fighters  
3D view



**PROTIP:** A good way to get in a cheap hit is to constantly tap the kick button (lower left C) when you're on the ground. You get up with a sweep.



**PROTIP:** To clear the path to victory, it's imperative that you use the 3D button to avoid projectiles. It also works well against opponents who charge you.

## Scarlett



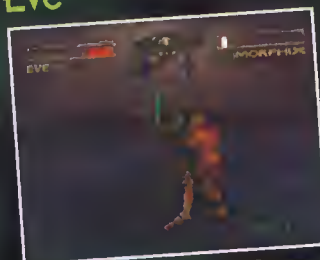
**PROTIP:** Scarlett has a great countermove to opponents who jump in (motion ↓ ↘ →, then tap A). It's also a long-range projectile.

## Nikki



**PROTIP:** Nikki has an excellent move that will break into an opponent who is blocking low. Tap →, →, then tap the bottom left C button.

## Eve



**PROTIP:** Some players (Eve especially) have moves that parry first, then turn and slash. This is good against opponents who block, then attack. Tap ←, ←, then tap the top left C button.



## Morphix



**PROTIP:** Try Morphix's multiple-hit Spinning Slash. Tap →, →, then tap the top left C button.

## Demonica



**PROTIP:** Demonica has an evil warp and uppercut that will surprise opponents. Tap ↘ and the top right C button.

**F**orget Vic Tokai's dismal reputation with the 32-bit Criticom fighting games. Dark Rift (which uses Criticom-style fighters) is a fast, fun, polygon-based 3D fighting game that's imaginative with its use of graphics, and may break ground for other poly-fighters like Tekken 3 on the N64.

Although the graphics shine, the silly story could use a little tweaking. When the universe formed, a key called the Core Prime Element, broke into pieces and scattered throughout the galaxy. A tyrannical being called Sonork Nezom finds a piece of the key and becomes so powerful that he sponsors tournaments to see who can bring him down.

The only beating that gamers will receive, however, will be on the thumbs. The game requires fast button-pressing and brutally exact timing to execute combos. In fact, the combos are the game's Achilles' heel—they're just too hard to perform.

Although Dark Rift may not be in the elite class of fighters, Nintendo 64 owners starving for a slaying may find themselves satiated by a weekend with Dark Rift. **G**



## Graphics

4.5

Razor-sharp polygons and colorful special moves really help this game. The backgrounds are also clean, imaginative, and detailed. Dark Rift's a good graphical outing that shows off what the N64 can do with polygon-based fighters, but some slowdown really mars its performance.



## Fun Factor

4.0

The game is more fun to play than War Gods, but slightly less exciting than MK Trilogy or Killer Instinct Gold. Fight fans will have fun taking this one apart in a weekend.



## Control

3.5

Although most of the standard moves and special moves are easy to execute, the combo system is too unwieldy. You're lucky if you can string three moves together.



## Sound

4.0

The sound effects are right on target, with small nuances like the clink of falling grenades to excite the ears. Weak voice effects, however, take away some of the game's personality.



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ENTERTAINMENT SOFTWARE





## Hexen

(By GT Interactive)

By Scary Larry

Price not available  
Corridor shooter

4 players  
25 levels  
3 classes



Now fans now have more than Doom 64 and Turok: Dinosaur Hunter to blast away the time. With intense exploration and monster-slaying, Hexen—a quirky dungeon-crawler—may be just what you're looking for.

Hexen is based on a popular Doom spinoff for the PC. Although the PlayStation and Saturn versions (released earlier this year) were laughable with their pixelated graphics and immense slowdown, this version slays uglies with finesse and smoothness. That's not to say it's without its faults—

the N64 version still looks dark and dingy, and the limited array of monsters is blurry enough to give you vertigo when you get close.

Although not as polished as Turok or as fun and creepy as Doom 64, Hexen gives you three characters to choose from, and the action's addicting once you get into it. Hexen serves up the monsters medium rare, but still feeds you a full-course dinner. **G**



### Control

4.5

The analog controller allows freedom of movement, including the ability to look up and down, a definite necessity in this exploration-intensive game. Tricky jumps and the annoyance of not seeing drop-offs temper the rating.



### Fun Factor

4.5

Though not as interesting as Turok or as solid as Doom 64, Hexen is still a good effort. Corridor crazies everywhere are sure to be bewitched by Hexen.



### Graphics

3.5

The enemies blend into the backgrounds too easily, and there's little variety in the lineup. Still, the game has minimal slowdown, and the gore factor is impressively high.



### Sound

4.0

Moans, groans, and breaking bones all come through with clarity. Some audio clues throw you off track, however, like wailing demons that never materialize.



**PRO TIP:** The cleric's second weapon, the Serpent Staff, serves five purposes—it's a long-range rapid-fire weapon, or at close range, it drains enemies' energy and then transfers it to you.



**PRO TIP:** When you're playing as the cleric, the Flechettes emit a powerful gas that stuns and eventually kills enemies. This is the fastest way to dispose of the Centaurs.



**PRO TIP:** When you come to a screen or gate, wait for enemies to appear, then blast them. Killing enemies before you get to the other side is easier than facing them later.



**PRO TIP:** When you reach an area with light-colored stones or ice floors, be careful—they're crushing traps. Look for indicators (like this sword that points to safe passage) to help you out.



**PRO TIP:** The best way to make tricky jumps is to angle your view toward the ground and leap at the last moment.



**PRO TIP:** After you open all the Portals, hop on the waterfall in the Seven Portals stage to find a secret area!



**PRO TIP:** Your first new weapon appears in the Seven Portals stage by hitting the switch on the square pillar. When the door opens, turn around and grab the weapon from the descending pillar in the middle of the room.



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## Broken Helix

(By Konami)

By The Man  
in Black

Price not  
available  
Available  
now

1 player  
Action/ad-  
venture  
16 levels



# BROKEN HELIX



## Graphics



3.5

Good-looking polygon-rendered story cinemas, but the alien creatures are not very imaginatively designed or scary-looking. They also attack like they've eaten dinner already.

## Sound



4.0

The sounds get a good swift kick from Bruce Campbell (Army of Darkness, The Adventures of Briscoe County, Jr.). For example, if you get stuck, Jake's all over your case with cracks like "C'mon, moron, we're gonna be here all day!" and "What is this, a staring contest?" In all, there is 95 minutes of choice voice audio, and you must listen for clues.

## Control



3.0

The simple controls work fine for exploration, but they slip during a fight. You can't switch weapons or reload ammo without taking hits as you access the inventory screens. Ouch.

## Fun Factor



3.5

Helix is an intriguing sci-fi story about weird alien experiments. Challengers should possess a knack for exploration and a yen for mystery-solving rather than an itchy trigger-finger.

**PROTIP:** When you stun someone, always search him to find valuable items by walking next to him and pressing  $\Delta$ .

**PROTIP:** Listen! The dialogue often reveals key clues and other important info.

**B**roken Helix is a lengthy action/adventure game built around a nicely crafted mystery story line. You play Jake, a demolitions expert sent into Area 51, the Air Force's worse-kept secret and the so-called secret UFO hideaway, where you must defuse two bombs set by a maniac. But is the mad man really mad? Is your Schwarzenegger-clone escort out to kill monsters...or you? And what does this have to do with your father?

Very much like Code Name: Tenka, Helix places you and your guns in a weird sci-fi lab overrun with wacko creatures. There's more adventure than action however, with four story lines progressing together in real time.

Although this game features basic behind-the-character gunplay, the mystery-solving carries the gameplay. Your diverse challenges include defusing bombs, remote exploration, and fighting with cam-controlled robots.

The gunfighting suffers from the blahs, mainly because of an average pack of extraterrestrial mutants. The polygonal creature graphics aren't very scary nor does the animation move very aggressively. You're driven to eliminate the monsters just so that you can get on with the story.

Broken Helix's so-so action gameplay is in need of repair. Science fiction sleuths, however, may find Helix's plot twists and turns a compelling turn-on. **G**



Broken Helix's cinemas don't need fixin'.



**PROTIP:** You should pick up all items. If your inventory's packed, some robots can hold up to four items for you.



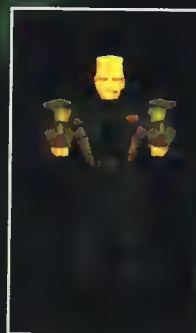
**PROTIP:** In an emergency, you can squish creatures by jumping on them or by punching. You might have to crawl down into their faces.



**PROTIP:** Use the remote security cams to examine rooms on different levels.



**PROTIP:** Try not to lose Warbots—they can clear out alien infestations without endangering you.



Friend? Foe? Arnold?



**PROTIP:** Your father's picture comes in handy on Level 6. Use it to pass the force field.



# Eye Be Nimble, Eye Be Quick, Or Eye Be Sliced by Gore's Big Stick.



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N64



N64



N64



N64

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## Dynasty Warriors

(By Koei)

By Dr. Zombie



# 三國無雙 DYNASTY WARRIORS™

Price not available  
Available now

2 players  
Fighting

**K**oei transports characters from its popular strategy/RPG series, Romance of the Three Kingdoms, into a solid fighting game called Dynasty Warriors.

As a weapons-based fighter, Warriors evokes strong comparisons with Soul Blade; however, there are enough unique elements to set this game apart. The Three Kingdoms refers to the three major powers of third-century China. You choose from 10 historical warriors, each a master of a unique weapon. The real-life third-century Chinese weaponry ranges from long swords



Dynasty Warriors features gorgeous full-motion video cinematic interludes.



**PROTIP:** Chip away at your opponent's lifebar with quick high attacks. Then immediately jump backwards out of harm's way.



**PROTIP:** Wait until after the opponent has committed to a thrust before moving in to use your grab move.



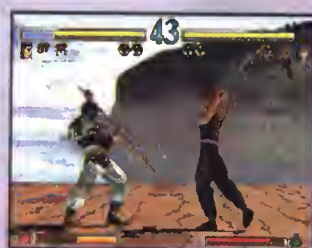
**PROTIP:** If you're knocked down, roll to the side before standing back up. This buys time by forcing your opponent to realign himself against your new position.



**PROTIP:** Rapid attacks diminish your strength meter. Always build it back up before unleashing a combo.



Each fighter has a unique finishing move they can perform after doing a killer combo.



**PROTIP:** Defend yourself by releasing your controls, crouching, or sidestepping.



to bladed fans.

Warriors holds its own with strong graphics, solid moves and combos, and unique weapons-based fighting styles. However, the glaring lack of kick attacks cuts the fun in half.

Dynasty Warriors is a worthy game and a commendable first effort by Koei. Soul Blade remains top-ranked for aspiring weapons masters, but Warriors deserves a shot. **G**



### Graphics

4.5

Dynasty Warriors looks and moves as well as Soul Blade. Distinct character designs, smooth animation, moving camera angles, and lush, detailed backgrounds fortify Warriors' superior visuals.



### Sound

4.0

The hip, techno soundtrack, sharp stereo effects, and signature battle cries bring the characters to life.



### Fun Factor

4.0

The variety of characters and the unusual weapons are cool and the gameplay is fun. But the lack of kick moves splits the fighting options in half.



### Control

4.0

The moves and combos, similar to Soul Blade's, are easy to perform. Impressively crisp button response keeps the gameplay nicely in sync with onscreen action.





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Mt. Holly, CA  
4 min 14 sec.

Oliver Roldan  
Lolita, CA  
5 min 9 sec.

Joshua Cole  
San Mateo, CA  
5 min 24 sec

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Vacaville, CA  
5 min 33 sec.

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## Dr. Zombie

Xevious was a classic '80s arcade shooter that introduced dual-level attacks against airborne and earthbound targets. Updated for the '90s, this disc is a shooting fan's dream!

Xevious 3D/G features cutting-edge graphics, sound, and gameplay. Fly through seven levels of nonstop, thumb-burning action playing solo or teaming up with a friend for simultaneous two-player action. Noteworthy features include new power-ups



## Xevious x 4!



**Classic Xevious:**  
Arcade authentic



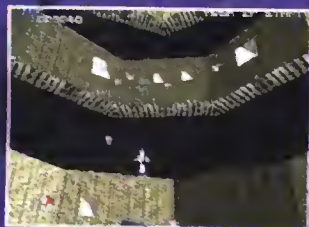
**Xevious Arrangement:** Arcade Xevious with enhanced graphics and sound



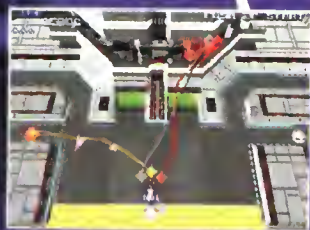
**Super Xevious:** Also arcade authentic



**Xevious 3D/G:** Xevious for the '90s!



**PROTIP:** Never allow yourself to be cornered, and always keep moving. Learn the enemy's attack patterns and counter by circling away in the opposite direction.



**PROTIP:** The magnetic lasers are most helpful when mucho on-screen maneuvering is required.



**PROTIP:** Don't worry about placing the cross hair directly on your target—the bomb wipes out everything in its path on the way down.

such as the magnetic laser and multifire, monstrous bosses, and eye-popping 3D environments. Also included in this version are the arcade originals of Xevious, Super Xevious, and a graphically enhanced Xevious Arrangement.

The graphics, sound-track, and stereo sound effects do a good job, but the amount of on-screen activity causes graphical slowdown and audio breakup. While this doesn't ruin the fun, it's a vexing distraction.

The perfectly re-created arcade versions of Xevious make Xevious 3D/G an enjoyable step back in time. While it may not be the perfect PlayStation shooter, 3D/G's heritage and plentiful gaming options make it a winner. **G**

### Xevious 3D/G by Namco

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Price not available  
Available June  
Shooter  
2 players  
4 games

Challenge Adjustable  
Replay value: Medium  
ESRB rating: Kids  
to Adults

## PLAYSTATION



## Scary Larry

Forget about Kileak or its sequel, Epidemic. BRAHMA Force, the third installment of the Kileak series, is by far the best, offering greater freedom of movement, faster gameplay, and more organic enemies.

After receiving a distress signal from an excavation colony on a distant planet, BRAHMA (Bipedal Robotic Assault Heavy Mechanized Armor) units are dispatched to find out what's going on. Armed with a nice variety of weapons like guided missiles, rifles, and bombs, you move through a series of winding hallways and open warehouses in search of clues.



**PROTIP:** This first sub-boss lobbs bombs that will destroy you in three hits. To increase your chances of destroying him, move from side to side as you shoot.



**PROTIP:** The game is played mostly on multiple levels, so you must constantly look up for inactive platforms or elevators. While riding elevators, look for power-ups on top of hallway bunkers.

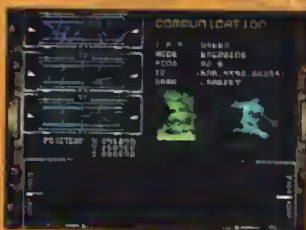
# BRAHMA Force: Assault on Beltlogger 9

This outing requires you to match your wits and thumbs against a horde of enemies, including flying drones and angry robots. Tough sub-bosses must be eliminated by strategic thinking, not just superior firepower.

Clean, mech-heavy industrial graphics and clear explosions highlight the game, which unfortunately is light on enemy interaction. The enemies, however,

are much better-looking than those in the previous Kileak games. Generally good sounds are impeded by annoyingly obtrusive voice-overs (almost every terminal has a speaking part).

Although it's not as fun as Doom, BRAHMA Force's gameplay is entertaining and arcade-driven, with a speedy mech that has the ability to jump. While not a tour de force, BRAHMA Force is still worth a weekend. **G**



### BRAHMA Force: Assault on Beltlogger 9 By Jaleco

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.5

\$49.99  
Available now  
Corridor shooter  
1 player  
First-person view

22 levels  
Challenge: Adjustable  
Replay value: Medium  
ESRB rating: Kids  
to Adults

**PROTIP:** Audio clues are important, like the alarm that signals approaching enemies and the info from computer terminals.





**By Scary Larry**

A holdover from the 16-bit glory days, Norse by Norsewest is a sequel to the strategy puzzle game, The Lost Vikings. In Norse, you command the Vikings and lead them through 30+ levels, while picking up other unique players to give you a helping hand, like a dragon and a werewolf.

The graphics aren't worthy of the next-gen systems. Everything has a hand-drawn quality that's more kitschy than quaint, and

## NORSE BY NORSEWEST: THE RETURN OF THE LOST VIKINGS



**PRO TIP:** All the cheats and codes from the Saturn work on the PlayStation version.



**PRO TIP:** When using Fang's slash, you have to be very close to an opponent. Try sneaking up on them when their backs are turned to you.

the sprites are so abysmally small that important details are lost in most backgrounds.

The sound fares better, with clear, funny voices and appropriate sound effects that rely heavily on farting noises for impact. Otherwise, this game doesn't rise to the level of strategy/puzzle games like Theme Park, or even Baku Baku. **G**

### Norse by Norsewest: The Return of the Lost Vikings by Interplay

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.5	3.0

Price not available  
Available now  
1 player  
Puzzle/strategy  
Side-scrolling

Challenge: Intermediate  
Replay value: Medium  
ESRB rating: Kids to Adults

PREVIEW



**By The Rookie**

Ball Blazer Champions paints a bleak vision for the future of sports. Even though it has an interesting premise, BBC ultimately rockets its way into the "who cares" bin.

BBC combines elements of soccer and racing: gamers must shoot an energy ball into a goal while staving off their opponent with Wipeout-style weapons. You choose from eight aliens, each possessing a different rotofoil racer with different ratings for speed, handling, launching power, and energy. Gamers can upgrade these ratings with accumulated credit crystals that they receive after each race.

BBC's downfall is due to uninspired graphics and sounds along with poor control and nauseating game perspectives—you may actually feel sick while you play.

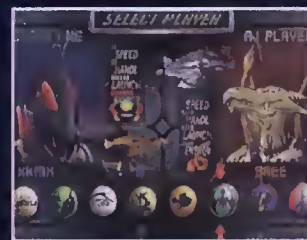


**PRO TIP:** Move down the field in a zig-zag pattern to avoid enemy fire and set up a good shot on goal.

## BALL BLAZER CHAMPIONS



**PRO TIP:** Use turbo to ram your opponent, then steal the orb.



The best thing about the visuals is the start-up where you choose your vehicle and purchase your upgrades. Otherwise, it's a bust.

If you're fond of torture, give Blazer a whirl. The best advice, however, is to blaze a trail far away from this game. **G**

### Ball Blazer Champions by LucasArts

Graphics	Sound	Control	Fun Factor
3.0	2.5	2.5	2.0

Price not available  
Available now  
Cybersports  
2 players  
Multiple views

Challenge: Adjustable  
Replay value: Low  
ESRB rating: Kids to Adults



**By Dr. Zombie**

Rush Hour sputters out as both a racing game and a driving sim for the PlayStation. The features aren't bad—choose from 16 different sports cars or 4x4 vehicles, while racing solo or against a friend in a pack of eight cars on eight realistically laid-out tracks which range from urban to snow-bound settings. Enter an eight-round progressive tournament or just race the clock. Numerous game options are available to help customize Rush Hour for racers of all skill levels.

Unfortunately, awkward graphics and gameplay quickly



make Rush Hour frustrating and monotonous. You're limited to a very distant, third-person overhead view—it's like operating a tiny remote-control matchbox car with jerky response.

With so many better racing games available, you should blow right past this clunker. **G**



**PRO TIP:** There's no oncoming traffic, so it's safe to follow the center line and drive anywhere on the road.



**PRO TIP:** Hug inside turns tightly to shave seconds off your time.

### Rush Hour by Psynosis

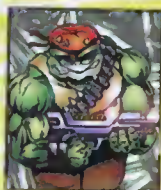
Graphics	Sound	Control	Fun Factor
2.5	2.5	2.0	2.0

Price not available  
Available now  
2 players  
Racing sim  
8 courses

Third-person view  
Challenge: Adjustable  
Replay value: Low  
ESRB rating: Kids to Adults



SATURN



# Fighters Megamix

(By Sega)

By Major Mike

\$49.99  
Available now

Fighting  
2 players



# FIGHTERS MEGAMIX

**F**ighters Megamix is the biggest and best 3D fighting game for the Saturn to date. Matching up brawlers from Fighting Vipers and Virtua Fighter 2 is inspired thinking, and though Megamix isn't perfect, it's close to it. This fighter packs a huge punch and should keep even the most jaded fighting fans playing for days.

## Megamix 'n' Match

In addition to the VF2 and FV lineups, Megamix offers a ton of fighting options and extra goodies. Don't like fighting Vipers style? No problem—you can play the game in either VF or FV mode. And for a real trip, play the game in Hyper mode, which is extremely fast and enables you to juggle characters across the screen!

Megamix makes a forceful bid to redefine replay value with a huge lineup of brawlers. Not only do you get 22 fighters from FV and VF2 (including playable bosses), but Megamix packs in several hidden fighters from Sonic the Fighter and from non-fighting games such as Virtua Cop 2 and even Daytona USA—all with their own special moves and combos.

Although some hidden brawlers are basically worthless (like Bark and the VF Kids), there are some (like Bean from Sonic and Janet from VC2) that fit in perfectly with the regular VF2 and FV lineup. Another hidden gem, the CG-rendered library of character art, isn't essential, but is a nice freebie.

## Hey, Bean, Duck You

The flawless controls feature easy-to-master special moves and combos. While the linking moves aren't as complex or as devastating as those in Tekken 2, there's some pretty nasty stuff you can learn (like Chop's multiple-hit Grab and Slam move). The training mode is one of the game's biggest assets as it teaches you all the regular characters' special moves.

The sound is topnotch, and the graphics are almost as good. The only visual hitches are the slowdown on some stages (like Raxel's high rise) and traces of breakup.

## Fighting Megafun

Fighters Megamix is a must for Saturn fighting-game fans—it has all the best ingredients of Fighting Vipers and Virtua Fighter 2, as well as an excellent assortment of extras. This is one Saturn game that lives up to its name. **G**



### Graphics

**4.5** The backgrounds are excellent, and the fighters move fluidly, but breakup definitely mars the visuals at times. Awesome, eye-filling stage finishing moves (like knocking an opponent through a wall) and excellent rendered cinemas pack in added punch.



### Sound

**5.0** The various stages jam with great music, from the rock riffs on Candy's arena to the whimsical overtures of Bark's polar wasteland. The superb sound effects feature a variety of punches and smacks, with everything from the munchkin voices of the VF Kids to the hair-raising neck snap of Chop.



### Fun Factor

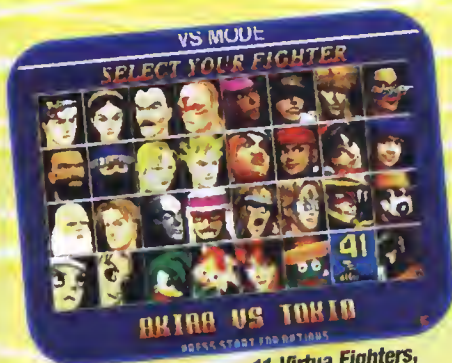
**5.0** With a grip of fighters, tons of combos, and a slew of special moves, Megamix is a monster. This game is a must-have for VF2 and FV fans, and if you've never played either game before, just start here.



### Control

**5.0** Easy-to-master special moves and combos make the fights long and intense. Some of the big chain combos take practice to master, but that's easily done in the training mode.





Check out this lineup: 11 Virtua Fighters, 11 Fighting Vipers!



A goodie—a library of computer-rendered cinemas.



**PROTIP:** Knock an opponent with a powerful blow for the final hit on a walled stage and send 'em flying!



**PROTIP:** To do Sarah's Leg Hold Throw, tap ←, →, (G P) when in close to an opponent.



**PROTIP:** To perform Rentahero's unblockable ground fireball, motion ↓ ↘ → P. This move will also hit an opponent lying on the ground.



**PROTIP:** He only looks funny! Although he looks like a stuffed animal, Bean has several potent attacks. To do a dive attack with his big beak, tap ↓, (↑ P).



**PROTIP:** To do Wolf's Giant Swing, get in close to an opponent and motion ← ↓ ↘ → (P G)



**PROTIP:** To play as Candy in her other outfit, beat the Novice Trial course in the one-player mode. Then, at the fighter-select screen, choose Candy using Button X.



**PROTIP:** For Jeffrey's Triple Headbutt, move in close, then tap ←, →, (P G), ←, (P G).



**PROTIP:** When battling the Viper characters (and some of the hidden ones), focus on destroying their armor. When it's gone, they take more damage.



**PROTIP:** You're no match for her cheapness: To fire Janet's gun, tap ←, → then press Kick and Punch simultaneously. By the way, this attack cannot be blocked.



## The Virtuas, the Vipers, and the Hidden

### Boss vs. Boss



**Mahler's Hurricane Punch:** Motion ← ↓ ↘ → P

### Virtua vs. Vipers



**Pal's Senpu Enjin:** When in close to an opponent, tap ←, →, (P G)

### Virtua Cop 2 vs. Daytona



**Janet's Flash Uppercut:** Tap ↓, P





## MechWarrior 2

(By Activision)

By Four-Eyed Dragon

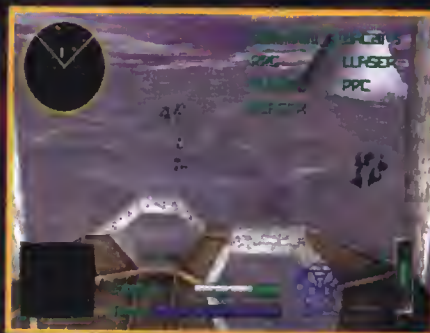
Price not available 1 player  
Available now 48 missions  
Mech combat 12 mechs



# MECHWARRIOR 2



**PROTIP:** Sometimes it's easier to constantly move forward so you can concentrate more on weapons tactics.



**PROTIP:** Don't be afraid to use your jump jets to get out of tight spots.

Riding on its popularity from the PC, MechWarrior 2 comes to the Saturn with the same hard-hitting action found on the PlayStation.

After choosing to fight for either the Wolf or Jade-Falcon clan, Mech 2 puts you in a struggle for supremacy that's settled by controlling different mechs loaded with an array of high-powered weapons. The lineup of missions, including 16 scenarios made only for the console versions, will keep even the hardcore MechWarrior busy. Exposing traitors, reconnaissance, and "cleaning up" unfriendly areas are just a few of the many objectives gamers will encounter.

Although they're minimal, Mech 2 does have its flaws. Steering your mech while simultaneously controlling the weapon selections is a thumb-numbing exercise. The lack of any multi-player capabilities also contributes to the shortcomings of Mech 2.

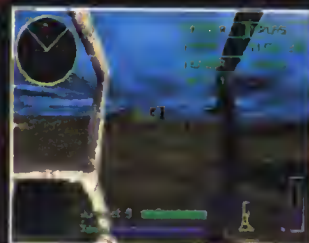
Besides the slight differences in graphics and control from the PlayStation version, Mech 2 is a definite winner in arcade-style excitement. This one will have Saturn owners running and gunning for hours. **G**



**PROTIP:** Concentrate on nearby mechs before destroying installations.



**PROTIP:** Blast off the enemies leg to set up for an easy kill.



**PROTIP:** Stand on high ground to plan out your next move.



**PROTIP:** By using faster mechs you can maneuver behind enemies as cover from heavy flak.



## Control

4.0

Although the controls are very responsive, maneuvering and shooting at the same time is a pain when surrounded by multiple enemies. A third-person perspective would have solved the problem.



## Graphics

3.5

The weapon effects, which definitely provide an explosive eyeful, balance out the simple mechs and landscapes.



## Sound

3.5

The music is solid, but the exploding mechs and piercing weaponry will earn most of your ear's attention.



## Fun Factor

3.5

From the pulse laser to the LRM 20, Mech 2 explodes with intense weaponry that makes these battles worth playing over and over again. Too bad it's only for one player.



**PROTIP:** Group your weapons carefully or you'll overheat and die.



**PANDEMONIUM**  
INCORPORATED



**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

	H					<b>M Y S T E R Y</b> _____ _____ _____ _____ _____
		E				
P	I	N	C	H	W	
	R					
S						

PINCH .....W PRESS .....K BLAST .....A WRECK .....D  
BREAK .....Z PUNCH .....S SPRAY .....C TURBO .....V  
STOMP .....T STAND .....R PRESS .....E DREAM .....O  
CRUSH .....J SCORE .....H SLANT .....L CHASE .....P

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CLIP AND MAIL



# THE 16-BIT GAMER'S SURVIVAL GUIDE

Super NES

ProReview

By Bone

If you liked *The Lost Vikings*, you'll probably like this mildly entertaining sequel. Once more you must use the three amigos' varied powers—Eric's speed, Olaf's shield, and Baleog's bionic arm—to overcome obstacles and enemies. You switch between the Vikes to perform tasks the others can't—the trick is getting the right guy to the right place at the right time.

Strong controls are the keys to the game. Not only do your boys have multiple abilities, but you also play as a wolf and a dragon, adding more elements to the mix. Nearly every ability is pulled off effortlessly—only Baleog's arm-swing is tough to master.

Where the game suffers is



**PROTIP:** When Baleog is swinging via his bionic arm, hit Down to extend him, then hit Left and Right to generate speed.

in the sounds and graphics, which haven't improved much from the original. What was once highly rated is now ordinary in these post-Donkey Kong Country days. The minimal sound effects are uninspired and the 2D backgrounds get redundant.

One last ingredient worth noting: humor. The wisecracks are another reason to find *The Lost Vikings*. **G**



**PROTIP:** Position Olaf and his shield so he can block overhead hazards, enabling his mates to run past safely.



**PROTIP:** In the presence of Karin, Olaf is the only Viking who can clear the deadly spikes to retrieve the necessary key.



**PROTIP:** Always send Eric out first to scout new territory—he's the only one who can swim and fly from danger.

## The Lost Vikings II by Interplay

Graphics	Sound	Control	Fun Factor
3.0	2.0	4.0	3.5
\$49.95	Side view		
8 megs	Passwords		
Available now	Challenge: Intermediate		
Action/strategy	Replay value: Medium		
2 players	ESRB rating: Kids to Adults		
31 levels			

## 16-BIT HALL OF FAME

Back in March, the Hall of Fame directors (that's us) asked you to vote for the best 16-bit racing game of all time. Super Mario Kart lapped the field to take the checkered flag by a mile (it had three times as many votes as the runner-up game), while Road Rash 3 took second place:

1. **Super Mario Kart** (Super NES)
2. **Road Rash 3** (Genesis)
3. **Virtua Racing** (Genesis)
4. **Stunt Race FX** (Super NES)
5. **Battlecars** (Super NES)
6. **Lamborghini American Challenge** (Super NES)



The first-, second-, and third-place finishers among 16-bit driving games.

### Cast Your Vote

The next Hall of Fame category was suggested by a letter from a 16-bit fan:

*I'm one of the people who really thinks that 16-bit games are the best. My favorite is Alien 3 for the Genesis. What were your original ratings for it?*

Dana Gravesen  
Chicago, IL

Here are the numbers earned by this classic 16-bit action/adventure:

### Aliens 3 By Arena Entertainment

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.5	4.0	4.5	Intermediate

Dana's question reminded us of all the great movie-based games in 16-bit history (good

timing, considering all the big summer flicks about to hit theaters). Think of games that were movies before they hit home systems, such as *Alien 3*, *Batman Forever*, *Super Star Wars*, *Terminator 2*, and *Jurassic Park*. What is the best 16-bit movie-based game ever? Choose one of the aforementioned games, or write in your own nominee (don't forget to name the system it's for), and mail your selection to this address:

**Hall of Fame: Movies**  
GamePro Magazine  
P.O. Box 5828  
San Mateo, CA 94402

You can also e-mail us at [comments.gamepro@gamepro.com](mailto:comments.gamepro@gamepro.com).

We'll post the winning games in an upcoming issue.



# Funco Mail Order

## Nintendo

10 Yard Fight	2	Mega Man 3	15
1942	5	Mega Man 4	19
1943	13	Mega Man 5	25
Adv. Bst. Billy	1	Metal Gear	3
Adv. Island	9	Metroid	5
Adv. Of Lolo	9	Mickey Mouse	9
Anticipation	2	Midnight	25
Arkanoid Game	19	Monopoly	29
Back to the Future	3	Ninja Gaiden	5
Bad Dudes	3	Ninja Gaiden 2	5
Baseball	11	Ninja Gaiden 3	15
Baseball Stars	13	Operation Wolf	2
Baseball Stars 2	3	Pac-Man	29
Baseball Stars 3	3	Peepboy	3
Batman	5	Pinball	7
Battletoads	7	Play Act Ftbl	3
Bionic Commando	5	Pro Am Racing	5
Black Bass	25	Pro Wrestling	13
Blades of Steel	3	Punch Out-MT	5
Blaster Master	4	Robo Cop	9
Bubble Bobble	19	Rad Racer	9
Bugs Bn' Bday	13	Rad Racer 2	13
Call Games	4	Rambo	4
Castlevania	5	Rampage	5
Castlevania 2	5	Robo Cop 2	9
Castlevania 3	5	RBI Baseball	3
Castlevania 3	5	Renaissance	2
Castlevania 3	5	Rescue Rangers	7
Champ Bowling	19	Ring King	9
Commando	3	Chrono Trigger	9
Contra	9	Chrono Trigger	9
Defender 2	13	Ryger	5
Disney Adv	5	Sesame St 123	13
Donkey Kong	19	Sesame St ABC	13
Donkey Kong 2	19	Sesame St 123	13
Double Dragon	5	Silent Service	2
Double Dragon 2	5	Simpsons-B vs SM	5
Double Dragon 3	13	Simpsons-B vs Wild	5
Double Dribble	3	Skate Or Die	4
Dr. Mario	5	Spy Hunter	7
Dragon Warrior	4	Spy vs Spy	7
Dragon Warrior 2	29	Star Trek	5
Duck Tales	5	Star Trek 2	5
Eurobeats	5	Star Trek 3	5
Fanavision	5	Star Trek 4	5
Fester's Quest	3	Star Trek 5	5
Final Fantasy	13	Star Trek 6	5
Friday 13th	3	Star Trek 7	5
Galaga	3	Star Trek 8	5
Ghostbusters	5	Star Trek 9	5
Ghosts & Goblins	5	Star Trek 10	5
Golf	5	Star Trek 11	5
Goonies 2	5	Star Trek 12	5
Hogan's Alley	7	Star Trek 13	5
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# ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • JULY '97



By Art Angel

Sony's latest foray into RPGs is the beautifully conceived Wild Arms, a classic game that combines fantastic 3D polygonal graphics with a creative plot to totally immerse you in the gameplay.

## Wild World

A thousand years after warring with the Metal Demons, the inhabitants of Filgaia are again in the midst of a struggle against their old foes. The Filgaians turn to three young adventurers for help. Though each one has different reasons for joining the cause, the heroes swear to a single purpose: Restore the land to greatness by recovering the Tear Drop artifact, which can release the Queen Demon from her millennium of sleep.

The three adventurers can upgrade weapons, master skills, and create spells. Each character possesses tools, which are beneficial for searching and for solving mazes. Success rewards the trio with treasure to increase their attributes and cure ailments. Throughout, the clear onscreen menus and controls are efficient and easy to use.

## Sights to See

The colorful graphics during normal gameplay are a match for the best RPGs. Better still is the battle mode, where the polygonal characters are large and detailed, similar to those found in a good fighting game. With up to seven random camera angles and no corruption or dropout, the graphics in Wild Arms are even better than those found in recent hits like Revelations: Persona and Suikoden. The same goes for the anime-styled introduction, which has no contemporary that is worthy of comparison.

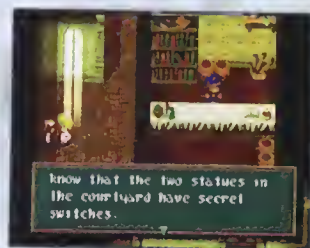
The sound is solid, highlighted by an intense music soundtrack (especially in battle mode). The game, however, has no voice-overs, which reduces the drama in the most important sequences during gameplay.

Even though Wild Arms doesn't have breakthrough gameplay, it does have graphics impressive enough to make it one of the season's best titles, no matter what the genre. This game will have you up-in-arms.



**PROTIP:** In the Guardian Shrine, light the top-right post, then the middle-right, left-top, left-bottom, middle-left, right-bottom, and middle post to gain an audience with the Guardians.

# WILD ARMS



**PROTIP:** After talking to everyone in Princess Cecilia's prologue, go to the girl who's wandering around the corridor next to the Magic Guild. She'll tell you a secret about the statues.



**PROTIP:** After the demon invasion of Aldehde Castle, escape from the King's men and go to the kitchen. One of the chefs will lead you to a passageway out into town.



**PROTIP:** When fighting on the Sweet Candy against the enigmatic Zed, combine Rudy's ARM Lock-On with his Hand Cannon to ensure damage, since your foe easily dodges attacks. Follow that by summoning Stoldark for the finishing touches.







**PROTIP:** When facing Magnatrous in Lolithia's Tomb, use Jack's Psycho Crack attack to damage and confuse him while Princess Cecilia and Rudy beat him into submission with their spells.

**PROTIP:** Check all barrels and boxes for special items.



**PROTIP:** Study the Intro for important clues that will later help you unravel the mystery behind the story.

Wild Arms by Sony			
Graphics	Sound	Control	Fun Factor
			
4.5	4.0	4.5	5.0
Price not available		Challenge: Intermediate	
Available now		Replay value: Medium	
RPG		ESRB rating: Kids to Adults	
1 player			
Third-person view			



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**Game  
Informer**  
MAGAZINE

**GAMEPRO**  
THE WORLD'S LARGEST MULTIPLE-PLAYER GAME MAGAZINE



## TAIL OF THE SUN

Tail of the Sun is a weird game. The question is: Is it so weird as to actually be fun?



By Toxic Tommy

### Tail's Tale

Tail of the Sun doesn't fit neatly into any one game genre, but it comes close to being an RPG with civilization-building strategy elements. You basically guide a band of cave people, one person at a time, on a hunting/eating journey across nine areas in a huge world. Your goals are to evolve the cave people and acquire woolly mammoth tusks, which you amass into a giant ivory tower so that you may reach the mysterious "Tail of the Sun."

Eating and hunting are the keys to achieving your goals, and there's a simple but engrossing strategy to both. Consuming different food items builds six different body parts. For example, eating brain food builds thinking power to develop better tools, while leg food builds running muscles for better



**PROTIP:** Sleep lasts 23 seconds (count the Zzzs), during which you are vulnerable to attack.

hunting. Hunting ultimately enables you to kill the mastodons for their precious tusks, but not until you evolve (see "eating" above) in order to build weapons.

### When Rock Was Young

The graphics and sounds are...well...primitive, but they're entertaining. The simple polygonal visuals resemble animated paper cutouts, but they have appeal in a cutesy, cartoony way. The music pumps catchy techno-funk beats, and the effects (like the jungle birdies), while minimal, are right on.



**PROTIP:** Use hit-and-run tactics against large animals. Try to attack them from the rear.



hit-and-run action. Sometimes your character actually falls asleep!

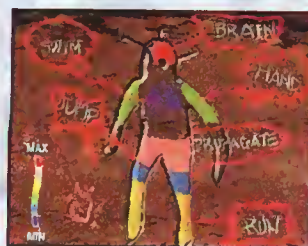
Tail does manage, however, to keep you working your tail off. It's kinda cool to guide your tribe up the evolutionary ladder. Exploring the gargantuan prehistoric world reveals bizarre terrain. Also, depending on the body parts you evolve, you can earn different endings.

### Fun in the Sun

Tail of the Sun is slow and off-beat, but it's a kick in a weird sort of way. If you're open to strange evolutionary action, grab it by the Tail and drag it into your cave. **G**

**PROTIP:** If your cave person can't run, eat some food fast.

**PROTIP:** Throwing objects accurately is tough, but it helps wear down the woolly mammoths.



**PROTIP:** Build up your brain to speed your evolution. Then work on your legs to run away.

**PROTIP:** If you fall asleep while climbing a mountain, you will slide all the way down!

**PROTIP:** You need to eat lung-building food and use the Swim Power Tattoo to reach some of the islands.

**PROTIP:** Make sure you don't fall asleep after you kill a mammoth. Those important tusks might just disappear.



**PROTIP:** The more people the tribe has, the quicker it evolves, so consider propagating when you lose someone.

**PROTIP:** Saber-toothed cats will hunt you down after you attack them.

**PROTIP:** If you eat meat, the entire tribe benefits.





**PROTIP:** The Swiftiness Power Tattoo located to the south of the village helps you outrun animals during hunts.



**PROTIP:** There's a powerful stone at the pillars north of the village. It drops various animals with a single blow.



**PROTIP:** The tusk tower leads to the Tail of the Sun.

Tail of the Sun by Sony			
Graphics	Sound	Control	Fun Factor
 3.5	 3.5	 3.0	 4.0
\$49.95			
Available now			
RPG/strategy			
1 player			
9 areas			
Challenge: Intermediate			
Replay value: Medium			
ESRB rating: Kids to Adults			



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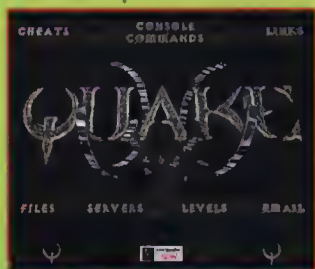
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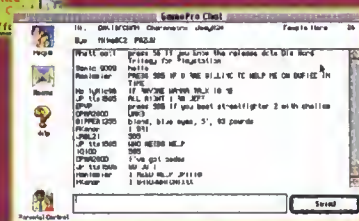
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EDGE**  
Presents:

**ARCADE**

By Major Mike and  
Johnny Ballgame

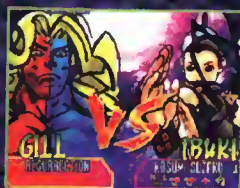
# STREET FIGHTER II

**NEW GENERATION**

**F**ind out what the new generation of Street Fighters brings to the brawl! Here are all the special moves and Super Arts for the 11 characters and a look at the last boss, Gill.



**Gill**



M. Who? You'll wish you were fighting M. Bison after going a couple of rounds with the two-tone killing machine, Gill! He has several deadly moves, including a fireball and an iceball (which don't cancel if they collide with an opponent's projectile), a Freezing Kick, a Double Aerial Headbutt, and a Clothesline. For his Super Art, he regains all his lost energy.

## Parrying

Instead of Alpha Counters, SFII introduces a new method of countering called Parrying. This move deflects the attack, plus it leaves the opponent momentarily open to an attack. You can also parry projectiles.



To parry, press the joystick toward the oncoming attack.

## Stun Meter

Keep an eye on the short red meter below the energy meter. It shows how close you are to being dizzy.



## Draw Games

If a game ends in a draw, the winner is selected at random by a panel of three judges.



## Retreating



Tap ←, ← to quickly step away from an opponent.

## Dashing



Tap →, → to quickly move in close to an opponent.

## The Controls



JP SP FP  
SK FK RK

K = Any Kick button  
FK = Forward Kick  
RK = Roundhouse Kick  
SK = Short Kick

P = Any Punch button  
FP = Fierce Punch  
JP = Jab Punch  
SP = Strong Punch

Charge = Hold the direction indicated for the number of seconds indicated.

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the directions indicated in sequence.

() = Execute commands in parentheses simultaneously.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any → and ← commands.

## High Jump



Tap ↓, ↑ to perform a high jump.

## Hop Punch

Use this technique to avoid a sweep and to damage an opponent.



Tap ↓, ↓, and any button.



## Special Moves

### Chopping Punch



Tap (→ RK)

### Ducking Straight



Motion ← ↓ ↓ → K

### Jet Uppercut



Motion → ↓ ↓ P

### Knockdown



Tap (↓ FK) or (↓ RK)

### Machine-Gun Blow



Motion ← ↓ ↓ → P

### Cross Counter



Motion → ↓ ↓ ← P

### Lever Blow



Tap (→ FK)

### Step Straight



Tap (→ FP)

## Dudley

Dudley packs a mean punch, especially with his multi-hit Machine-Gun Blow and Jet Uppercut. Watch out for corner traps with Dudley—he can easily ensnare you and pummel you to defeat.

## Super Arts

### I. Rocket Uppercut

Three consecutive Jet Uppercuts



Motion ↓ ↓ → ↓ ↓ → P

### II. Rolling Thunder

Headbutt an opponent and finish with an uppercut.



Motion ↓ ↓ → ↓ ↓ → P

## Throws

Note: Perform the following moves when in close to an opponent.

### Throw Away

Tap (→ FP)

### Gut Smash

Tap (→ SP)

### III. Corkscrew Blow

Deliver a power punch to an opponent.



Motion ↓ ↓ → ↓ ↓ → P

## Throw

Note: Perform the following move when in close to an opponent.

### Ground Slam

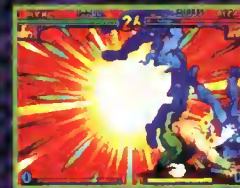
## Alex

Every fighting game has a lumbering character who moves slowly but inflicts massive damage—Alex is SFIII's brute. What Alex lacks in speed, he compensates with savage force.

## Super Arts

### I. Hyper Bomb

Slams an opponent to the ground three times



When in close, rotate the joystick 360 degrees counterclockwise and tap any P

### II. Boomerang Raid

A multi-hit combo attack that ends with a throw.



Motion ↓ ↓ → ↓ ↓ → P

### III. Stun Gun Headbutt

Headbutt an opponent and leave him dizzy.



Motion ↓ ↓ → ↓ ↓ → P

## Special Moves

### Air Knee Smash



Motion → ↓ ↓ P

### Flash Chop



Motion ↓ ↓ → P

### Headbutt



Tap (← FP)

### Air Stomp



Charge ↓ two seconds, tap ↑, K

### Flying Cross-Chop



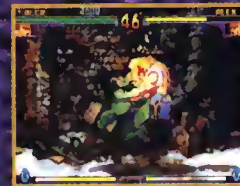
During jump, tap (↓ FP)

### Overhead Chop



Tap (→ SP)

### Shoulder Smash



Tap (↓ FP)

### Power Bomb



Motion → ↓ ↓ ← P



# THE FIGHTER'S EDGE PRESENTS: STREET FIGHTER III: NEW GENERATION



## Elena

Lacking projectile moves, Elena is armed only with kick attacks. Her long legs, however, give her excellent range.

## Super Arts

### Throw

Note: Perform the following move when in close to an opponent.

### Leg Toss

Tap (→ FP) or (→ SP)

### I. Spinning Beat

A series of cartwheel kicks.



Motion ↓ ↘ → ↓ ↘ → K

### II. Brave Dance

A little tap dance—on the opponent's head!



Motion ↓ ↘ → ↓ ↘ → K

### III. Healing

Regains some lost energy.



Motion ↓ ↘ → ↓ ↘ → P

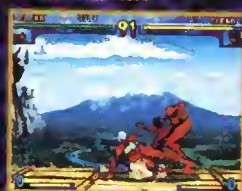
## Special Moves

### Handstand Kick



Tap (→ SP)

### Ground Slide



Tap (↘ RK)

### Mallet Smash



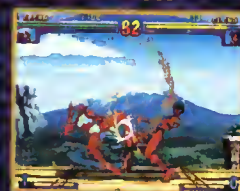
Motion ↓ ↙ ← P

### Rhino Horn



Motion ↙ ↓ ↘ → K

### Scratch Wheel



Motion → ↓ ↘ K

## Special Moves

### Oiura Ken



Tap FP, FP

### Tsumuji



Motion ↓ ↙ ← K

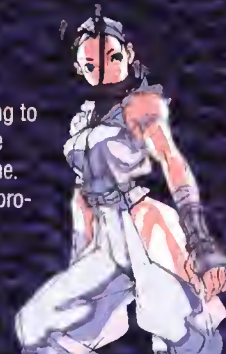
### Kunal



During jump, motion ↓ ↘ → P

## Ibuki

A high school student training to be a ninja, Ibuki is one of the fastest characters in the game. She also has the only aerial projectile attack.



### Atama Kudaki



Tap (→ FK)

### Kaikyaku Geri



Tap (→ RK)

### Kazekiri



Motion ↙ ↓ ↘ K

### Kohou



Motion ↓ ↙ ← P

### Kubiori



Motion ↓ ↘ → K

## Super Arts

### I. Kasumi-Suzaku

Kunai-daggers rain down on an opponent.



During jump, motion ↓ ↘ → ↓ ↘ → P

### II. Hashin-Sho

A furious attack on an opponent.



Motion ↓ ↘ → ↓ ↘ → P

### III. Yoroi-Doushi

A powerful blast fires from her fist.



Motion ↓ ↘ → ↓ ↘ → P

### Throw

Note: Perform the following move when in close to an opponent.

### Shoulder Throw

Tap (→ FP) or (→ SP)



## Super Arts

### I. Shippu-Junrai-Kyaku

A combo assault that ends in a Hurricane Kick



Motion ↓ ↘ → ↓ ↘ → K

### II. Shinryu-Ken

A vertical, spinning Dragon-Punch just like the super move in Street Fighter Alpha 2



Motion ↓ ↘ → ↓ ↘ → K, tap K rapidly

### III. Shoryu-Reppa

Another SFA2 super move, this one's a series of Dragon Punches that travel across the screen.



Motion ↓ ↘ → ↓ ↘ → P

## Ken

Longtime Street Fighter series' star Ken returns, only this time without the ability to do his midair Hurricane Kick.



## Throws

Note: Perform the following moves when in close to an opponent

### Ground Slam

Tap (→ FP) or (→ SP)

### Overthrow

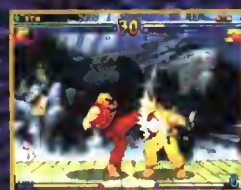
Tap (→ RK)

### Knee Facial

Tap (→ FK)

## Special Moves

### Axe Kick



Tap (→ FK)

### Dragon Punch



Motion → ↓ ↘ P

### Fireball



Motion ↓ ↘ → P

### Hurricane Kick



Motion ↓ ↙ ← K

## Necro Super Arts

### I. Magnetic Storm

An ultra-powerful Electromagnetic Blast



Motion ↓ ↘ → ↓ ↘ →, tap P rapidly

### II. Slam Dance

A two-step that slams an opponent around the screen.



Motion ↓ ↘ → ↓ ↘ → P

### III. Electric Snake

Sparks fly across the floor.



Motion ↓ ↘ → ↓ ↘ → P

## Throws

Note: Perform the following moves when in close to an opponent.

### Head Smash

Tap (→ FP) or (→ SP)

### Leg Throw

Tap (→ FK) or (→ RK)

## Special Moves

### Electromagnetic Blast



Motion → ↓ ↘ P, tap P rapidly

### Fang Viper



Motion ↓ ↙ ← P

### Rising Cobra



Motion ↓ ↙ ← K

### Snake Fang



Motion ↓ ↘ → K

### Tornado Hook



Motion ↓ ↘ → P





## Super Arts

### I. Kishin-Riki

Gives Oro super strength for a limited time. During this time, tap any punch when near an opponent to deliver a really nasty multi-hit slam.



Motion ↓ ↘ → ↓ ↘ → P, tap P when close to an opponent.

## Oro

### Throws

Note: Perform the following moves when in close to an opponent.

#### Overthrow

Tap (→ FK) or (→ RK)

#### Neck Crush

Tap (→ SP) or (→ FP)

### II. Yagyuu-Dama

Tosses a glowing, bouncing ball across the screen



Motion ↓ ↘ → ↓ ↘ → P

### III. Tengu-Stone

Objects circle Oro for a limited time and assist his attacks.



Motion ↓ ↘ → ↓ ↘ → P

Even though he fights with only one arm, Oro has many potent attacks, including a multi-hit uppercut and a nasty grab-and-slam move. His Super Arts are weak, though.

## Special Moves

### Jinchu Nobori



During a jump, motion ↓ ↘ → K

### Nichirinsho



Charge ← two seconds, tap →, P

### Oniyanma



Charge ↓ two seconds, tap ↑, P

### Niouriki



When in close, motion → ↘ ↓ ↘ ← P

### Jinchu Watari



Motion ← ↘ ↓ ↘ → K

## Ryu

Like Ken, Ryu's been stripped of his aerial Hurricane Kick. He gained a new move, the Power Kick, though.

### Throws

Note: Perform the following moves when in close to an opponent.

#### Throw Down

Tap (→ SP) or (→ FP)

#### Overthrow

Tap (→ FK) or (→ RK)

## Super Arts

### I. Shinkuu-Hado-Ken

A powerful multi-hit fireball



Motion ↓ ↘ → ↓ ↘ → P

### II. Shin Shoryu-Ken

A mega-powerful Dragon Punch that knocks an opponent off the screen



When in close, motion ↓ ↘ → ↓ ↘ → P

### III. Denjin-Hado-Ken

The longer you hold Punch after the two quarter-circle motions, the more powerful the fireball. If you charge the move long enough the fireball will be unblockable and dizzy your opponent.



Motion ↓ ↘ → ↓ ↘ → P

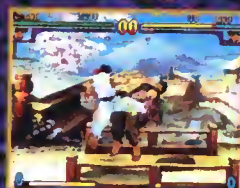
## Special Moves

### Dragon Punch



Motion → ↓ ↘ P

### Hurricane Kick



Motion ↓ ↘ ← K

### Power Kick



Motion ← ↘ ↓ ↘ → K

### Fireball



Motion ↓ ↘ → P

### Overhead Punch



Tap (→ SP)



# THE FIGHTER'S EDGE PRESENTS: STREET FIGHTER III: NEW GENERATION



## Sean

### Throws

*Note: Perform the following moves when in close to an opponent*

#### Ground Slam

Tap (→ SP) or (→ P)

#### Overthrow

Tap (→ K) or (→ RK)

Sean's attacks are similar to Ken and Ryu's, especially his Tornado and Dragon Smash. Although he lacks a projectile attack, Sean's Tackle move is good for catching opponents off-guard

## Super Arts

### I. Hado Burst

This is the only way Sean can throw a fireball.



Motion ↓ ↘ → ↓ ↘ P

### II. Shoryu-Cannon

Two consecutive Dragon Smashes



Motion ↓ ↘ → ↓ ↘ P, tap P rapidly

### III. Hyper Tornado

A combo attack that ends with an extended Tornado Kick.



Motion ↓ ↘ → ↓ ↘ K

## Special Moves

### Dragon Smash



Motion ↓ ↘ P

### Roll



Motion ↓ ↙ ← P

### Ryu Bi Kyaku



Motion ↓ ↘ →, tap K rapidly

### Sean Tackle



Motion ↓ ↘ →, press and hold Punch

### Tornado



Motion ↓ ↙ ← K

## Yun & Yang

Think Fei Long's kids when you consider these twin kung fu masters. Y&Y are fast, and can easily confuse an opponent by mixing up high and low attacks. To play as Yang, highlight Yun on the fighter-select screen and press any kick button.



### Throws

*Note: Perform the following moves when in close to an opponent.*

#### Overthrow

Tap (→ SP) or (→ P)

#### Knee Facial

Tap (→ RK) or (→ P)

## Super Arts

### I. Tenshin-Senkyutai

Makes an opponent airborne for several kicks.



Motion ↓ ↘ → ↓ ↘ K

### II. Sourai-Rengeki

A fury of punches and kicks



Motion ↓ ↘ → ↓ ↘ P

### III. Genji-Jin

Speeds up Yun and Yang for a limited time.



Motion ↓ ↘ → ↓ ↘ P

## Special Moves

### Kobo Kushi



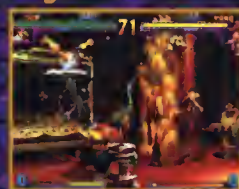
Motion ↓ ↙ ← P

### Senpuukyaku



Tap (→ K)

### Raigeki Shu



During a jump, tap (↘ K) or (↙ K)

### Ze Sho Hohou



Motion ↓ ↘ → K

### Senkyu Tai



Motion ↓ ↘ P

### Zenpou Tenshin



Motion → ↘ ↓ ↙ ← K





# MEGA MAN 8™

## ANNIVERSARY COLLECTOR'S EDITION

PLAY  
STATION

SATURN

Hidden areas and tough bosses

stiffen Mega Man 8's challenge.

Here are some tips and hints to help you defeat the evil, misguided forces of Dr. Willy!

By Major Mike



## THE SECOND SET OF BOSSES



After the first set of bosses, you'll go to a stage with the boss Duo and a hidden mid-boss, Cutman. Use the Flash Bomb to defeat Cutman. Your reward? A bolt.

## THE FIRST FOUR BOSSES

### STAGE 1: THE ISLAND

Robot Crab



In the introduction stage you will find the Mega Ball and face off against your first enemy, a robot crab. To defeat him, repeatedly use the Mega Ball.

### FROST MAN

Weapon Acquired:  
Ice Wave



Go after Frost Man next (he's in the upper right corner of the boss-select screen). Use the Flash Bomb and hit Frost Man when he jumps—that way he can't block your attack.



Tengu Man has three attacks. He attacks first with the Tornado Hold. Whenever he uses it, run in the opposite direction. His next attack is a whirling blade, which you can jump. The third is when he swoops down at you. Jump this third attack, then ready the Ice Wave and fire it when Tengu Man lands.

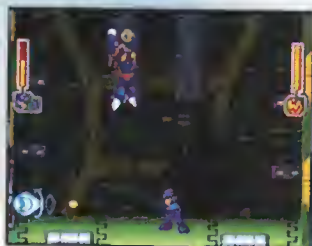
### DUO



Duo hangs tough. To defeat him, use charged Buster Shots because the special weapons you've acquired will have no effect. Unfortunately, you won't get a special weapon for defeating him.

### GRENADE MAN

Weapon Acquired:  
Flash Bomb



The first boss to defeat is Grenade Man (he's in the lower right corner of the boss-select screen). Use charged Mega Buster shots to nail Grenade Man when he's on the ground and the Mega Ball when he hangs from the walls.

### TENGU MAN

Weapon Acquired:  
Tornado Hold



Tengu Man should be the next target (he's in the upper left corner of the boss-select screen). To defeat the mid-boss in this stage, dodge his laser fire and retaliate with the Flash Bomb.

### CLOWN MAN

Weapon Acquired:  
Thunder Claw



Set your sights on Clown Man next (he's in the lower left corner of the boss-select screen). He opens with a trapeze attack that circles the screen. When he's on the trapeze, use the Tornado Hold to knock him to the ground, then follow with a charged Mega Buster shot.

### ASTRO MAN

Weapon Acquired:  
Astro Crush



When you're ready to square off against the second set of bosses, go after Astro Man first (he's in the upper right corner of the boss-select screen). Astro Man has two attacks: Astro Flash, which rains meteors on you, and two sentinel orbs that trace the screen. Slide to dodge the Astro Flash, and jump



to avoid the orbs. Tornado Hold inflicts the most damage on Astro Man and is one of the few weapons that can hit him as he floats.

## AQUA MAN

**Weapon Acquired:**  
**Water Balloon**



Your next target should be Aqua Man (he is in the lower right corner on the boss-select screen). Aqua Man's stage has one of the toughest mid-bosses in the game. To defeat this boss, fire the Flash Bomb under him as you descend the waterfall.



Beating Aqua Man is easy: Use the Astro Crush to stun him, then immediately charge up a Mega Buster shot and let 'er rip while he's dazed.

## SWORD MAN

**Weapon Acquired:**  
**Flame Sword**



Next is Sword Man (he's in the upper right corner of the boss-select screen). Use the Water Balloon against him. If you jump and fire a couple of shots at Sword Man's head, he'll turn blue and start to spark. While he's stunned, clock him with a charged Buster Shot.

## SEARCH MAN

If you follow the strategy guide, the last boss before Wily's Fortress will be Search Man (he's in the lower left corner of the boss-select screen).

**Hidden Boss: Woodman**



Old Mega Man foe Woodman is hidden in this stage. He's a snap to destroy—just use the Flash Bomb. You get a bolt for destroying him.

**Weapon Acquired:**  
**Homing Sniper**



Search Man attacks with various missiles, but is simple to defeat if you stay close to him and relentlessly attack with the Flame Sword.



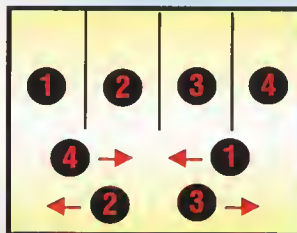
## PART 1

**Boss 1: Hanging Robot**



Use the Mega Ball to defeat this hanging menace. You must kick the

ball up into the alley where the boss appears. Refer to the screen below to know where to stand and which direction to kick the ball.



## PART 2

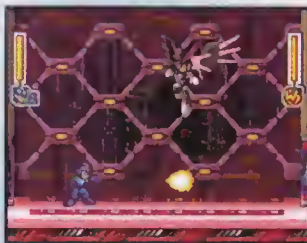
**Boss 2: Laser Jet**



Use the Flash Bomb and Astro Crush on this flying boss after it fires its lasers and its wing jets are open.

## PART 3

**Boss 3: Bass and Treble**



Bass and Treble are easy to beat since they merge into one and become a single target. Jump and use charged Mega Buster shots to pull the plug on this duo.

**Boss 4: Jelly Robot**



To defeat this menace, fire charged Mega Buster shots to make the jelly recede and expose the robot's mechanical eye. Next, hit the exposed

eye with the Thunder Claw. You can score four Thunder Claw hits before he counterattacks.

## PART 4

**All the Bosses**

You must fight all eight bosses again, one after the other. You may want to use some of your bolts to buy extra lives before going into battle. After you defeat each boss, slide to the spot where they were standing: They'll drop an energy boost after they explode.

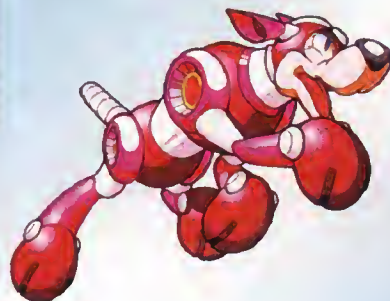
**Dr. Wily**



The evil doctor attacks in two stages: the first is an assault craft, the second is an escape pod. For the assault craft, the wheel is the biggest problem. Jump the wheel when it rolls toward you and slide under it when it bounces. Keep firing your Buster at the top part of the craft to inflict damage, but shoot at the lower section when Wily starts charging up his laser cannon. Shoot the cannon to keep it from firing.



After you destroy the assault craft, Wily attacks with an escape pod. Use charged Mega Buster shots to hit it when it swoops low, but be ready to dodge its retaliatory laser orbs.





# REVELATIONS

PlayStation

# Persona

Here are some secrets and tips to help you get through the PlayStation's chilling RPG, *Revelations: Persona*!

By Art Angel

**R**evelations: *Persona* gives you a one-way ticket to a hellish nightmare. You're thrust into a topsy-turvy world where things are not what they seem and demons are everywhere. We reveal how to solve some of the large mazes, find the special items, and use spells effectively.

## The Party Starts



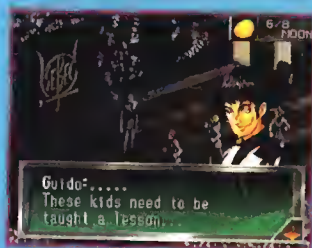
Rescuing Brad and Mark from the police station shouldn't be a problem. If it is, please return this game promptly to the store. The maze is simple compared to others later in the game, and random encounters with monsters are less frequent than at any other time.



In this segment you can choose whether or not to include the vain Brad in your party.



If Brad's vanity rubs you the wrong way, don't worry. You can find the sophisticated Ellen in the subway, or the air-headed Alana in the factory. They are both capable alternatives to Brad. Helen and Alana have their own methods of negotiating with monsters, along with their own weapons and armor.



Look for levers in the factory maze that will lead you into the Sebec Building. If it's financially possible, carry some Ripo-bits (health power-ups) and Life Orbs (resurrects) whenever you enter new, uncharted

ground. You'll need them when you meet up with Guido and his gun-toting thugs (see sidebar "Getting Guido," on the next page).



Having defeated Guido's monkeys, you're teleported to your school. Exit by going upstairs to the right of the infirmary and down the first hallway to your right. Make your way to the roof and the courtyard, where you find the infamous Girl in Black. Replenish your health throughout because there's always a boss waiting inside one of the rooms.







Make your way to the other side of town, which can be reached only through the subway. To get past the demon in the subway, use the mirror from the museum. The despicable Harem Queen's lair is in the Karma Palace, which is found underneath the Black Market. Carefully navigate the forks in the passageways on the palace's many floors, as

shown on the maps. Eventually Selina will ask you a question about her paintings. Your answers affect the type of ending you will have.



To defeat Selina with only your character and Mary at your disposal, have the strongest character attack and the other character replenish health and spell points. Magic Rocks and Spell Rocks work well, but a Cure All or Heal All persona works even better.



Before you enter the Lost Forest, go to Castle Mana to learn about the key you need from the little girl. Her humble abode is in the southeast corner of the Lost Forest maze.



If your answers to the Girl in White's questions are not up to snuff, she'll try to pulverize

you with her teddy bear. Use any elemental or mystical attacks to bring this bad bear to its knees. Then, either through clever negotiation or brute force, the Girl in White will give you the key to Castle Mana where you will find the Girl in Black and Guido.



After you gain entrance to Castle Mana, quickly replenish your health and get ready to negotiate for your life. Negotiating can be beneficial in gaining chunks of experience points, gems, and Spell Cards for fusion into stronger personas.



In the meantime, Guido has transformed the city into his own private castle from where he will try to rule the world. It's at his castle that you learn more about his evil motives and face another hideous monster, Salavino.

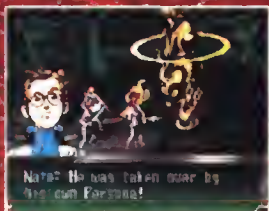


Change up your attacks against Salavino so he doesn't grow immune to them. Effective

## Getting Guido



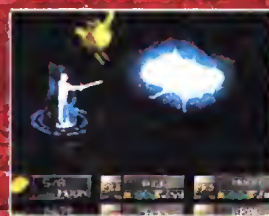
When facing Guido, try to save any special items and hard-hitting spells for later.



When Guido is about to be defeated, he becomes consumed by his own persona.



...and forces you to face a new, horrible abomination.



Any character you have in your party who can heal or cure all members should do so even if your health is at full strength. This will save you from using your precious LifeOrbs.



When you defeat the monster, Mary realizes her part in this diabolical plan and runs away. You can find her on the first floor in the room opposite the hallway where the Augustus Tree and Kelly are located.

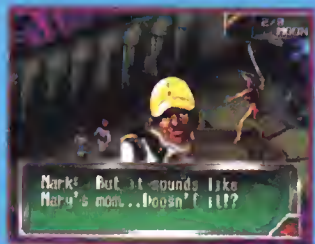




spells include Holy Light, Judgment, and Lighter (all mystical spells) as well as Quake, Blaze, and Gust (all elemental spells). Health and spell power-ups are essential



In order to get back and nab Guido, go to the Haunted House. Take the stairs in the northwestern corner to the teleporter on the second floor.



When you get to the teleporter you face Norm, who is Mary's possessed mother. Whether or not you choose to fight her, she will return to normal. Defeating her, however, gives you several experience points. You can use the same techniques you used to defeat Salavino, but air, ice and mystical attacks have no effect.

In Deva Yuga, watch for the levers in the northeast corner and north central parts of the fifth floor. When you pull the second lever (north central area of the floor in the short corridor west of the small room), a hole appears in the middle of the floor.



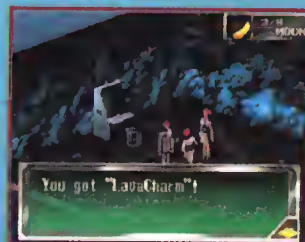
On the sixth floor, light up the ground that corresponds to the lights on the ceiling. This will enable you to enter Guido's sanctuary.

## Lost Forest



If you have the "bad" ending, then your game should end in Deva Yuga. Otherwise, you're teleported to the Lost Forest where you meet Mary's mother, Nancy. If you travel back to the Girl in White's house, she'll lead you to another Mary in the northeast corner of another section of the Lost Forest. She will now join you in the search for Mary's soul.

## Cavern



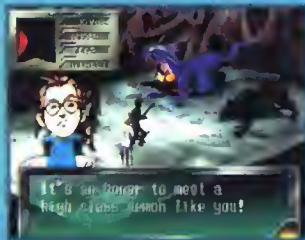
The cavern, which is found at the back of the shrine, contains a mirror-image of you and recaps all your responses to all the pertinent questions in the game. In return for your "good" answers, your image gives you a Lava Charm so you can obtain a special persona from Igor at the Velvet Room.



Negotiate carefully—especially if your characters haven't gained much experience. Refer to the Spell Card section of this strategy guide to help you out.

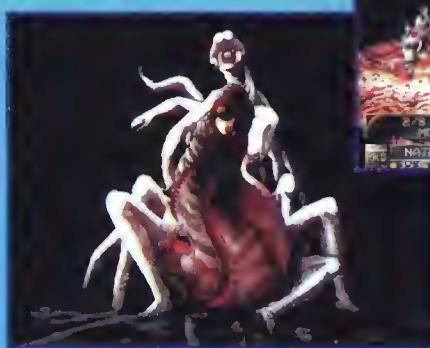


## Avidea World



The gateway to Avidea World is on the third floor of the high school library. To arm and protect your characters with the best equipment, you might want to spend some time in Judgment 1999 to obtain special items by gambling. Avidea is the largest and most tedious maze. Any character below the 60th level may not survive the rigors of the journey, so prepare your party members both mentally and physically.

## Pandora



By this time, you should know that the remaining "dark side" of Mary's persona is aptly named Pandora, who rules this cold world with an iron fist. When engaged in battle, she transforms three times, each time attacking with a new array of spells and becoming temporarily immune to your spells.



Pandora's first appearance is immune to mystic attacks, her second is unaffected by Nukem and Force spells,

and her last transformation gains multiple attacks. First use your guns and swords in battle, then use spells. Utilize any Light Stones (Holy damage every turn) and Mil-Bombs (reduces enemies' HP down to one) as soon as possible. There's no guarantee they work, but it's worth the risk if they do.



Try to put up defenses, such as M-Guard, Ph-Guard, or Core-Shield, to lessen the damage of her attacks. Finally, continually use Heal All or Cure All, and use Hina Stones or Spell-Rocks to regain spell points.



## Spell Cards

Instead of fighting your foes, you can negotiate with them and earn Spell Cards, gems, money, and even experience points. Until you get comfortable with negotiating, when you encounter these monsters, perform these key actions:

<b>Abax:</b>	Stare	<b>Insectoid:</b>	Stare	<b>Queen Fly:</b>	Recruit
<b>Alecto:</b>	Shudder	<b>Insibus:</b>	Ask	<b>Rainchild:</b>	Stare
<b>Arpachi:</b>	Speech	<b>Jester:</b>	Persuade	<b>Ramia:</b>	Stare
<b>Bufflax:</b>	Sarcasm	<b>Karak:</b>	Shudder	<b>Randa:</b>	Sarcasm
<b>Bumbo:</b>	Stare	<b>Kelpi:</b>	Stare	<b>Shin:</b>	Stare
<b>Chronos:</b>	Stare	<b>King Fly:</b>	Recruit	<b>Snaketail:</b>	Yell
<b>Cocatrice:</b>	Bribe	<b>Land Shark:</b>	Bribe	<b>Sucula:</b>	Sarcasm
<b>Cupid:</b>	Stare	<b>Leeches:</b>	Sarcasm	<b>Tengu:</b>	Speech
<b>Deadchef:</b>	Shudder	<b>Light Dove:</b>	Sarcasm	<b>Virtue:</b>	Speech
<b>Demon:</b>	Ask	<b>Macabre:</b>	Dance	<b>Vixen:</b>	Speech
<b>Dominion:</b>	Sarcasm	<b>Manimal:</b>	Sarcasm	<b>Warchild:</b>	Recruit
<b>Faefnel:</b>	Sarcasm	<b>Maui:</b>	Sarcasm	<b>Waterasps:</b>	Bribe
<b>Golem:</b>	Shudder	<b>Moai:</b>	Stare	<b>Weirdo:</b>	Ask
<b>Grimy:</b>	Speech	<b>Moonchild:</b>	Stare	<b>Yaksha:</b>	Stare
<b>Hinos:</b>	Lie	<b>Moroku:</b>	Sarcasm	<b>Yakuza:</b>	Stare
<b>Incubus:</b>	Sarcasm	<b>Pale Rider:</b>	Sarcasm	<b>Zombie Cop:</b>	Ask
		<b>Puru:</b>	Recruit		





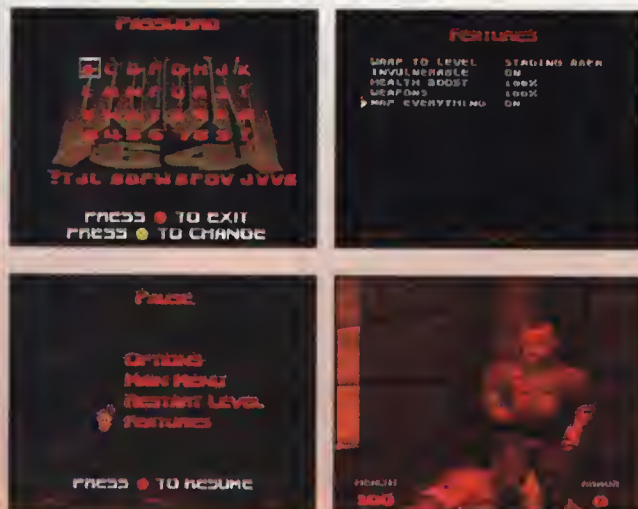
# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

## Nintendo 64

### Doom 64

#### Password Cheat



At the password screen, enter **?TJL BDFW BFGV JYVB** and start the game. Pause the game at any time and you'll find a new option, Features, at the bottom of the Pause menu. Select Features, then choose any of the cheats, which include God mode, level skip, health boost, and access to all weapons.

## Saturn

### Soviet Strike

#### Passwords for Levels and Cheats



#### Level Passwords

Crimea: **MAROZ**  
Black Sea: **KRAZHA**  
Khyber: **VERBLUD**  
Dracula: **YADRO**  
Kremlin: **PERIWOROT**

#### Cheat Passwords

Unlimited fuel: **COLDPIZZA**  
One extra life: **FREEBIE**  
Four extra lives: **VOODOO**  
Weapons are four times as powerful: **GABRIEL**  
Half-speed fuel consumption: **ALBATROSS**

## PlayStation

### Nanotek Warrior

#### Stop Ship, Full Shield, Warp Speed, and Random Curving



Start a game, pause it, then enter any of the following button presses:

Stop ship: Press **△, Left, △, Right, Up, △, Start**. Unpause the game and **press and hold △** to stop the ship from moving.

Full shield: Press **Select, ○, Right, Up, Up, L1, L1, ×**.

Warp speed: Press **○, □, ○, □, △, △, △, ×**.

Random curving: Press **○, Select, Left, □, □, Down, Up, ×**.

## PlayStation

### The Incredible Hulk: The Pantheon Saga

#### Level Passwords



Level 2: **603EE0C530**

Level 4: **000026B698**

Level 3: **B08E0F0802**

Level 5: **40074DFF12**



## PlayStation

### Need for Speed II

**Ford Indigo Car, Monolithic Studios Track, and Pioneer Engines**

**Ford Indigo Track**



Enter the password **LILZIP** to get the hidden Ford Indigo car.

**Monolithic Studios Track**



Enter the password **SHOTIME** to get the hidden Monolithic Studios track.

**Pioneer Engines**

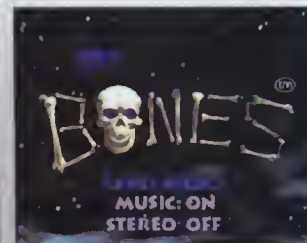
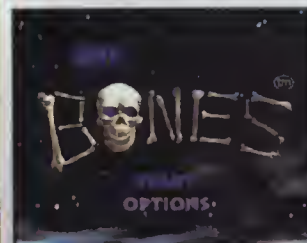


Enter the password **POWRUP** to get Pioneer Class engines.

## Saturn

### Mr. Bones

**Level Select**



At the Start/Options screen, **press R, L, R, R, L, R, L, L, R, L, R, R**. Select Options, and you'll find a level-select option. Highlight Level Select and **press A** to access the level-select menu.

## PlayStation

### The Crow: City of Angels

**Level Passwords and Various Cheats**



Enter any of the following passwords at the Password screen:

Pier:  $\Delta \times \Delta \Delta \bigcirc \square \times \bigcirc$

Boat:  $\times \times \times \times \Delta \square \times \bigcirc$

Tomb:  $\Delta \bigcirc \Delta \bigcirc \square \Delta \Delta \bigcirc \times \bigcirc$

Grave:  $\times \Delta \times \Delta \square \times \times \Delta \square \bigcirc$

Church:  $\Delta \Delta \Delta \Delta \bigcirc \square \Delta \square \square \bigcirc$

Day o' Dead:  $\times \Delta \times \Delta \square \bigcirc \bigcirc \times \square \bigcirc$

Club:  $\Delta \bigcirc \Delta \bigcirc \bigcirc \Delta \times \bigcirc \square \bigcirc$

Tower:  $\times \times \bigcirc \times \square \square \times \Delta \bigcirc$

Borderland:  $\Delta \times \times \times \bigcirc \square \Delta \square$

Finale:  $\times \times \times \bigcirc \square \square \times \times \Delta \bigcirc$

**Various Cheats**



Enter the following passwords to activate these cheats:

Alpha version:  $\square \times \square \bigcirc \Delta \Delta \bigcirc \square \times \square$

All characters become sticks:  $\Delta \Delta \times \square \bigcirc \bigcirc \square \times \Delta \Delta$

All characters have long necks:  $\times \bigcirc \Delta \bigcirc \square \square \Delta \bigcirc \times \bigcirc$

Watch all cinemas:  $\Delta \Delta \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \Delta \Delta$





## PlayStation & Saturn

### NBA Jam Extreme Big Feet, Hidden Game, and More



**Big Feet:** When exiting the Big Head select screen, **press and hold Left or Right**.

**Head-er-oids (four-player hidden mini-game):** While exiting the Select screen, **press and hold Up and press Extreme**.

**Marshmallow Treats:** At the end of the title sequence, before the screen dims, **press and hold Up**.

**Random Team Select:** At the Team Select screen, **simultaneously press Up and Turbo**.

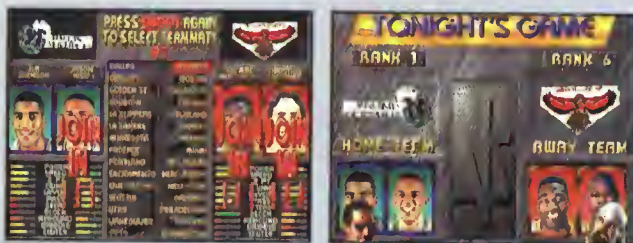
**Random Player Select:** After you do the Random Team Select cheat, **simultaneously press Up and Turbo**.

**Stealth Stats:** At the Team Select screen, **simultaneously press Left and Extreme** to turn the stats on or off.

**Half-Size Players With Big Heads:** At the Big Head select screen, **press Up, Down, Left, Right, Down, Up**, and select Yes.

**Prints Screen of Text That Looks Like a Code to Fool the Other Player:** **Press and hold Start** as you turn on the machine.

### Shot Percentage Display, Permanent Turbo, and More



To enter the cheats below, do the first button presses at the Select screen and continue to hold them through the VS screen. The next button presses are done at the VS screen. If the code is entered correctly, one of four mugshots will pop up through the bottom of the screen (a different head for each of the codes below), accompanied by a sound effect.

**Shot Percentage Display:** **Simultaneously press and hold Extreme and Shoot**. Release the buttons at the VS screen.

**Permanent Turbo:** **Press and hold Turbo**. At the VS screen, **press Up, Down, Up, Down**, then release Turbo.

**Invisible Turbo Meters:** **Simultaneously press and hold Turbo and Extreme**. **Press Up, Down, Up, Down**, then release the buttons.

**Turn Off Crowd:** **Simultaneously press and hold Extreme, Pass, and Up**. Release them at the VS screen.

### Maximum Rebound, Beach Ball Mode, and More



Enter the following codes just before the tipoff (in the time it takes the ref to walk out and throw up the ball). One code entered by a player affects all players. On multiple button-press codes, if the button is pressed too many times, disallow it. Text will appear on-screen letting the players know which codes have been entered.

**Maximum Rebound:** **Press Pass, Pass, Extreme, Special, Extreme, Turbo**.

**Computer Assistance Off:** **Press Extreme, Turbo, Pass, Pass**.

**Beach Ball Mode:** **Press Pass, Pass, Turbo, Extreme, Turbo, Pass, Pass**.

**Soccer Ball Move:** **Press Pass, Pass, Turbo, Turbo, Extreme, Extreme, Extreme**.

**Quick Hands:** **Press Pass, Pass, Pass, Turbo, Turbo, Turbo, Extreme, Extreme, Extreme, Pass, Pass, Pass**.

**Maximum Three Point:** **Press Pass, Pass, Pass, Pass, Pass, Pass, Pass, Pass, Pass, Extreme, Pass, Pass, Pass, Pass, Pass, Pass, Pass, Pass**.

**No Goaltending:** **Press Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Pass, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme**.

**Dead-Eye Dick (dunk and three-point shot are maxed out):** **Press Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Pass, Extreme, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo**.

**Super Rainbow Shot:** **Press Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Pass, Pass, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo**.

**Power Push (push a player three times the normal distance):** **Press Turbo, Turbo, Pass, Pass, Turbo, Turbo, Pass, Pass, Turbo, Turbo, Pass, Pass, Turbo, Turbo**.

**Maximum Speed Statistic (maxes out the speed for every player):** **Press Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Pass, Pass, Pass**.



## Nintendo 64

### Doom 64

#### Level Passwords



Here are the passwords on the Watch Me Die! skill setting:

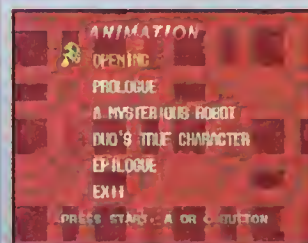
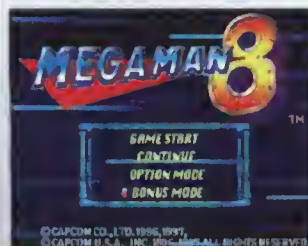
- Level 02: csnr 9bjz 680? 1vk?
- Level 03: c9lr 9bjv 682? bvk?
- Level 04: dsjr 9bjq 6849 3vk?
- Level 05: d9gr 9bjl 6869 vvk?
- Level 06: fsdr 9bjg 6889 1vk?
- Level 07: f9br 9bjb 68?9 bvk?
- Level 08: gs9r 9bc7 69c8 4bk?
- Level 09: g97r 9bc3 69f8 wbk?
- Level 10: hs5r 9bcz 69h8 mbk?
- Level 11: h93r 9bcv 69k8 cbk?
- Level 12: js1r 9bcq 69m7 4bk?
- Level 13: j9zr 9bc1 69p7 wbk?
- Level 14: ksxr 9bcg 69r7 mbk?
- Level 15: k9vr 9bcb 69t7 cbk?
- Level 16: ltsr 9bb7 69w6 4vk?
- Level 17: l?qr 9bb3 69y6 wvk?
- Level 18: mtnr 9bbz 6906 mvk?
- Level 19: m?lr 9bbv 6926 cvk?
- Level 20: ntjr 9bbq 6945 4vk?
- Level 21: n?gr 9bb1 6965 wvk?
- Level 22: ptdr 9bbg 6985 mvk?
- Level 23: p?br 9bbb 69?5 cvk?
- Level 24: qt9r 9bf7 6?c4 4bk?
- Level 25: q?7r 9bf3 6?f4 wbk?
- Level 26: rt5r 9bfz 6?h4 mbk?
- Level 27: r?3r 9bfv 6?k4 cbk?
- Level 28: st1r 9bfq 6?m3 4bk?
- Level 29: s?zr 9bfl 6?p3 wbk?
- Level 30: ttxr 9bfg 6?r3 mbk?
- Level 31: t?vr 9bfb 6?t3 cbk?
- Level 32: vqsr 9bd7 6?w2 3vk?



Patrick Mercier  
St. Albert, Canada

## Saturn

### Mega Man 8: Anniversary Collector's Edition Animation Test

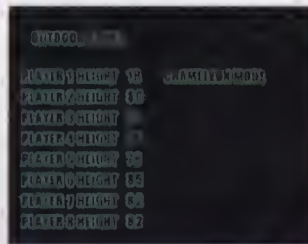


At the title screen with the options, highlight Bonus Mode. Simultaneously press and hold L and R, and press Start. This takes you to the Bonus Mode menu, but under Voice Test you'll find a new category called Animation. The Animation option lets you watch any of the game's animated sequences.

## PlayStation

### NBA Live '97

#### Outdoor Courts, Change Player Size, and Chameleon Mode



At the game setup menu, press L1, ×, ×, L1, ×, □, R1, ×, □, R1, ○. Then simultaneously press and hold Up, Right, △, and □ for about two seconds. Press Start to exit the screen. Select your teams, then go into the screen where you choose the controller for each team. After selecting the team you want to control, press Start. As soon as you do this, simultaneously press and hold Up, Right, R1, L1, △, □, ○, and × until the screen turns black and the debug options menu appears.

Eric Johnson  
Atlanta, Georgia



# PlayStation & Saturn

## NBA Jam Extreme

### Hidden Players and Teams, and God Code

At the Keep Record screen, choose Yes, then enter the following initials and dates.



#### Sculptured Team 1

Daren Smith	DRS	APR 10
Dave Ross	DJR	JUN 8
Dwain Skinner	DAS	FEB 21
Jeff Peters	JBP	MAY 17
Mike Callahan	MWC	MAY 1
The Tin Man	TIM	JAN 24

#### Sculptured Team 2

Dean Morrell	DSM	MAY 9
James Hebdon	JPH	APR 26
Mark Ganus	MMG	SEP 16
Mike Peery	MJP	MAY 26
Rob Dautel	RAD	MAR 19
Roy Wilkins	RNW	SEP 15

#### Squid Team

Chris Hawkes	CDH	FEB 21
Jane Bradley	JLB	MAY 23
Jason Greenberg	JAY	APR 18
Jonathan Dansie	JWD	AUG 2
Lee Phung	LEE	JAN 1
Melissa Pardike	MAP	MAR 26

#### Acclaim Team 1

Air Nick	ARN	MAY 18
Magic Hair	SET	DEC 8
XX Pistol	WAN	JUN 10
XX Samoa	TVH	JUN 6
XX Sequioa	SDR	APR 10
XX Weasel	DAN	FEB 1

#### Acclaim Team 2

Air Dog	SAM	JAN 21
Bob Davidson	RAD	OCT 18
Geoff Higgins	GCH	APR 13
Ice Princess	MDK	DEC 24
Mark Shafer	XTL	MAY 2
XX Fumongous	GUN	JAN 11

#### Celebrity Team

Frank Thomas	BIG	DEC 6
Junior Seau	JR	JUN 1
John Elway	WAY	SEP 30
Marv Albert	MRV	DEC 31

Newt Gingrich	NEW	AUG 12
XX Samoa	TVH	JUN 6

#### Special Sports Team

Air Nick	ARN	MAY 18
Bob Lanier	LAN	SEP 10
Carol Blazejowski	BLZ	MAR 1
Cheryl Swoopes	SWO	JAN 1
George Gervin	ICE	APR 27
Rebecca Lobo	LOB	JUL 4

#### Misfit

Chris Slate	JCS	DEC 8
Diamond Dave	DJP	JUN 29
Richard Szeto	RTS	FEB 25
Video Cowboy	TVC	OCT 3
XX Shamrock	JHG	AUG 26
XX Stinger	MSS	OCT 26

#### Rookie Team 1

Alan Henderson	SCT	NOV 14
Antonio McDyess		
Jason Caffey		
Kevin Garnett		
Randolph Childress		
Shawn Respert		

#### Rookie Team 2

Bryant Reeves	REG	JAN 17
Cherokee Parks		
Ed O'Bannon		
Joe Smith		
Kurt Thomas		
Lawrence Moten		

#### Rookie Team 3

Antonio McDyess	BAP	AUG 11
Corliss Williamson		
Damon Stoudamire		
Gary Trent		
Jerry Stackhouse		
Rasheed Wallace		

#### All Star East Team 1

Grant Hill	LMH	JUN 28
Juwan Howard		
Patrick Ewing		

Penny Hardaway  
Terrell Brandon  
Vin Baker

#### All Star East Team 2

Alonzo Mourning	EST	MAR 14
Glen Rice		
Juwan Howard		
Patrick Ewing		
Reggie Miller		
Scottie Pippen		

#### All Star West Team 1

Clyde Drexler	WST	JUL 12
Jason Kidd		
John Stockton		
Karl Malone		
Sean Elliot		
Shawn Kemp		

#### All Star West Team 2

David Robinson	RMC	APR 21
Dikembe Mutombo		
Gary Payton		
Hakeem Olajuwon		
John Stockton		
Mitch Richmond		

#### Happy Team

Dufus the Clown	GRR	JUN 19
Happy	MJT	MAR 22
Mr. Unhappy	GEM	NOV 3
Ooohh	JLH	JAN 26
Pirate Bill	SAL	FEB 2
Three Feet Under	TOD	APR 17

#### Invisible Team

Brained	BCS	JAN 7
Howie	BCE	JUL 10
Huh	CBR	JUN 25
Jim Jung	JKJ	DEC 13
Monkey Boy	PJP	NOV 2
Who	WHO	JAN 1

#### God Code

YME MAY 17

*Note: This code gives you access to all the teams.*

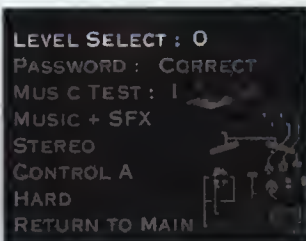
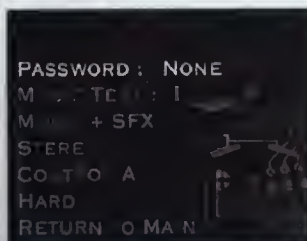


## Saturn

### Amok

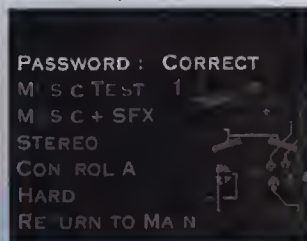
#### Level Select and Invincibility

##### Level Select



At the title screen, select Options. Then enter the password **zzzcyx**. A level-select option will appear over the Password option. Now you can go to any level.

##### Invincibility

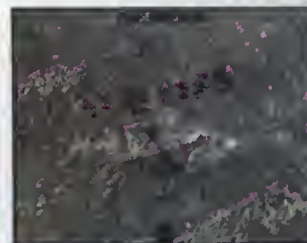
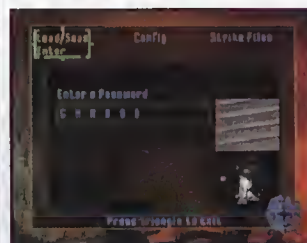


Enter the password **xbabyx**. During a game, your life meter will decrease when you take a hit, but you'll never die.

## PlayStation

### Soviet Strike

#### Password Cheats



Enter the following passwords at the Password screen to access these power-ups.

Infinite lives: **ELVISLIVES**

Infinite ammo: **STRANGELUV**

Infinite armor: **IAMWOMAN**

Infinite fuel: **EARTHFIRST**

Infinite ammo, fuel, and invincible chopper: **MIDNIGOIL**

Infinite ammo, fuel, lives, and weapons twice their normal damage: **THEBIGBOYS**

Infinite ammo, fuel, and lives: **FUGAZI**

Stronger weapons: **DAVEDITHER**

Weapons do double the normal damage: **DRBENWAY**

Fuel mileage is doubled: **VULTURE**

Start with four lives: **SADISSA**

Start with seven lives: **NOSFERATU**

Show all enemies on map: **NSTHMNDNT**

Worship the chopper: **GHANDI**

Lynch the chopper: **ANGRYLOCAL**

Peaceful world: **QUAKER**

## PlayStation

### Independence Day

#### Level Passwords

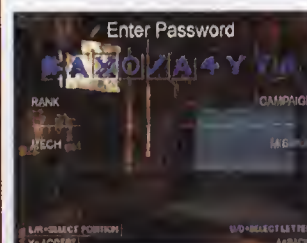


	Easy Setting	Medium Setting	Hard Setting
Washington	DBKHN	DBKMO	DBKQO
New York	GBKHW	GBKMX	GBKQX
Paris	LLSHW	LLSMX	LLSQX
Moscow	NL9HW	NL9MX	NL9QX
Tokyo	R39JD	R39NF	R39RF
Oahu	T59HW	T59MX	T59QX
Las Vegas	Z99HY	Z99MZ	Z99QZ
Mothership	399HG	399MH	399QH

## PlayStation

### MechWarrior 2

#### Password Cheats



Enter these passwords for the following cheats:

Always throttle: **#AXO/A4YYA**

Extra variants: **T#XO/AX<<<**

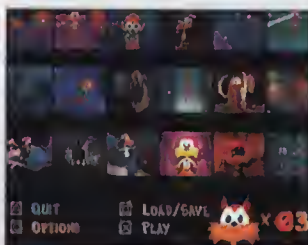
Extra heat sinks: **#XXO/A4>Y+**



## PlayStation

### Bubsy 3D

#### Cheats



Enter these passwords for the following cheats:

Level cheat: **XLVLCHTMSB**

Bonus rounds: **XBNSCHTMM**

99 lives: **XMUCHOLIFE**

All rockets: **XTOOROCKET**



## PlayStation

### TNN Motor Sports Hardcore 4x4

#### Mother Truck and Frog Rain

##### Mother Truck



Go into the Race Type menu, pick Time Trial, then select Start Race. In the Start Race menu, pick Edit Names, and enter **MAINLINE**. A face will appear in the upper right corner if you did the trick correctly. When you select your truck, you'll find a new vehicle, the Mother truck.

##### Frog Rain



For raining frogs, enter the name **RAINFROG** in the Edit Names menu. A face will appear in the upper right corner if you did the trick correctly. When you start a race, it will be raining frogs.

## Saturn (Game Shark)

### Command & Conquer

**f6000914c305** Master code  
**1608be1affff** Infinite money

### Die Hard Arcade

**f6000914c305** Master code  
**1609fd74ff00** Infinite credits

### Doom

**f6000914c305** Master code  
**160893ca03e7** Infinite bullets  
**160893ce03e7** Infinite shotgun shells

### Mega Man 8

**f6000914c305** Master code  
**160361fe2800** Infinite flame sword  
**160361f22800** Infinite ice waves  
**160361ee2800** Infinite thunder claws  
**160361f62800** Infinite tornado hold

## PlayStation (Game Shark)

### BattleStations

**800c368c0064** Player One has infinite health  
**800c39bc0064** Player Two has infinite health

### Command & Conquer

**8011b964ffff** Infinite funds

### Crypt Killer

**800fc17a0009** Player One has infinite bombs  
**800fc1740005** Player One has infinite health

### MechWarrior 2

**800d12de0064** Infinite ammo  
**800d12680000** Never overheat

### Mega Man 8

**801b1eb62800** Infinite flash bombs  
**801b1ece2800** Infinite homing snipers  
**801b1ebe2800** Infinite ice waves  
**801b1ec62800** Infinite water balloons

### Tigershark

**800847980003** Infinite lives  
**800bff3a07d0** Laser never overheats



# GAMEPRO

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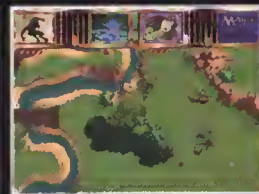
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